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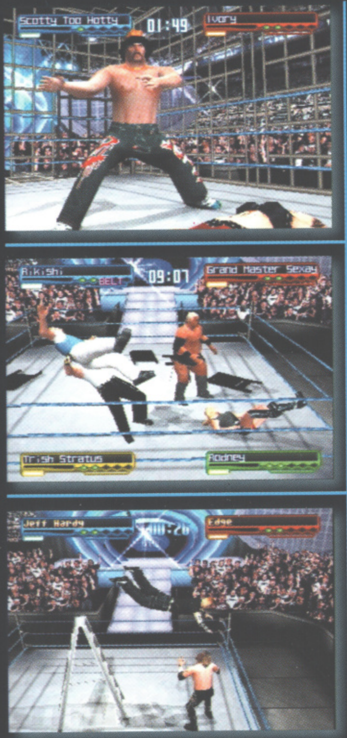
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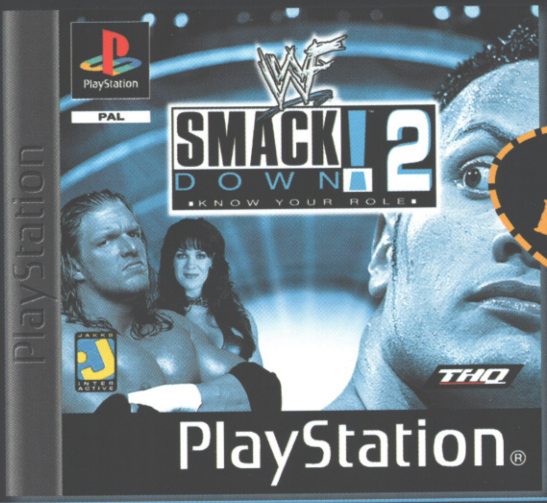
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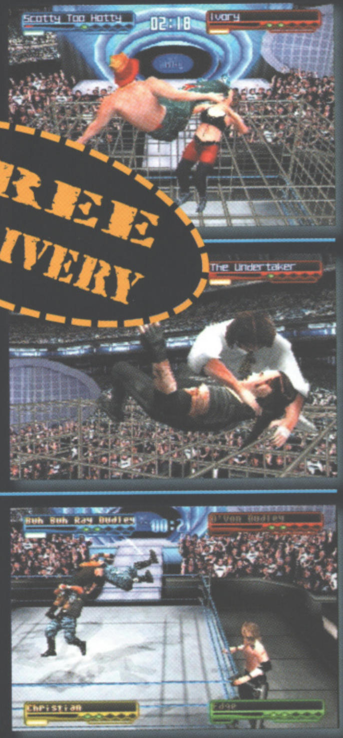
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• Dancing Stage Euro Mix
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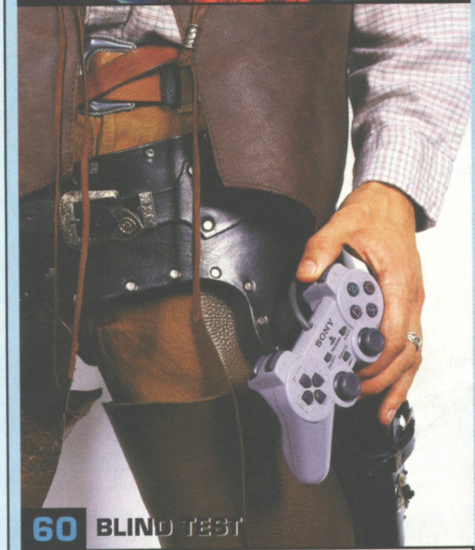

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Awesome sequel to one of the biggest PlayStation hits of the year. CVG gives you the World exclusive

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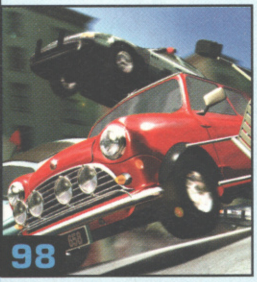

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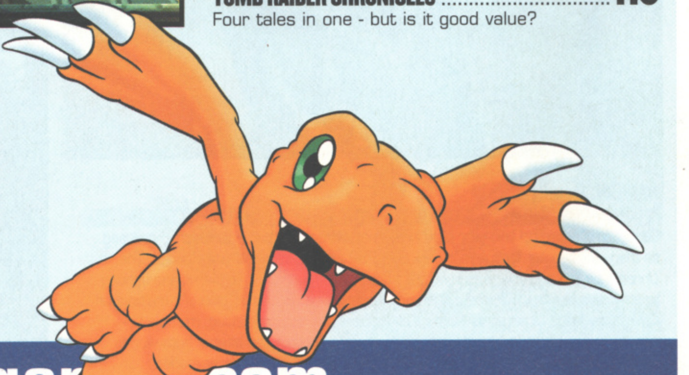

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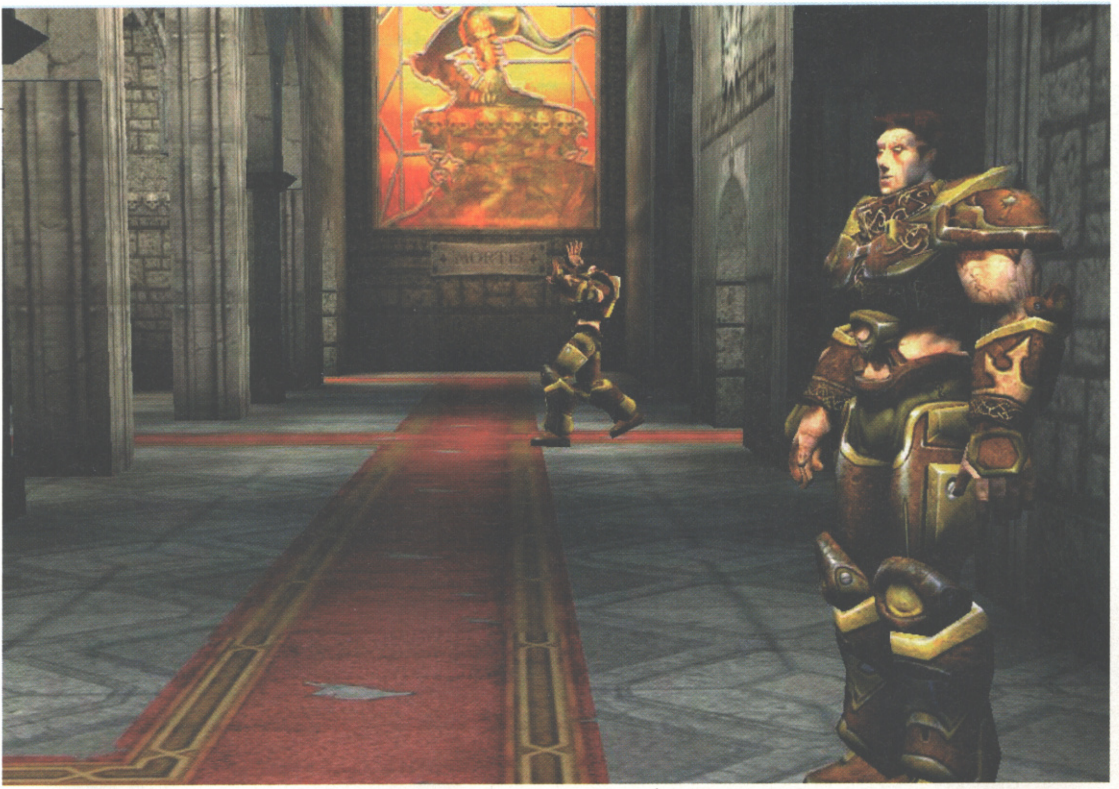
UNREAL 2

*OUT***TBC** *PLATFORM***PC**

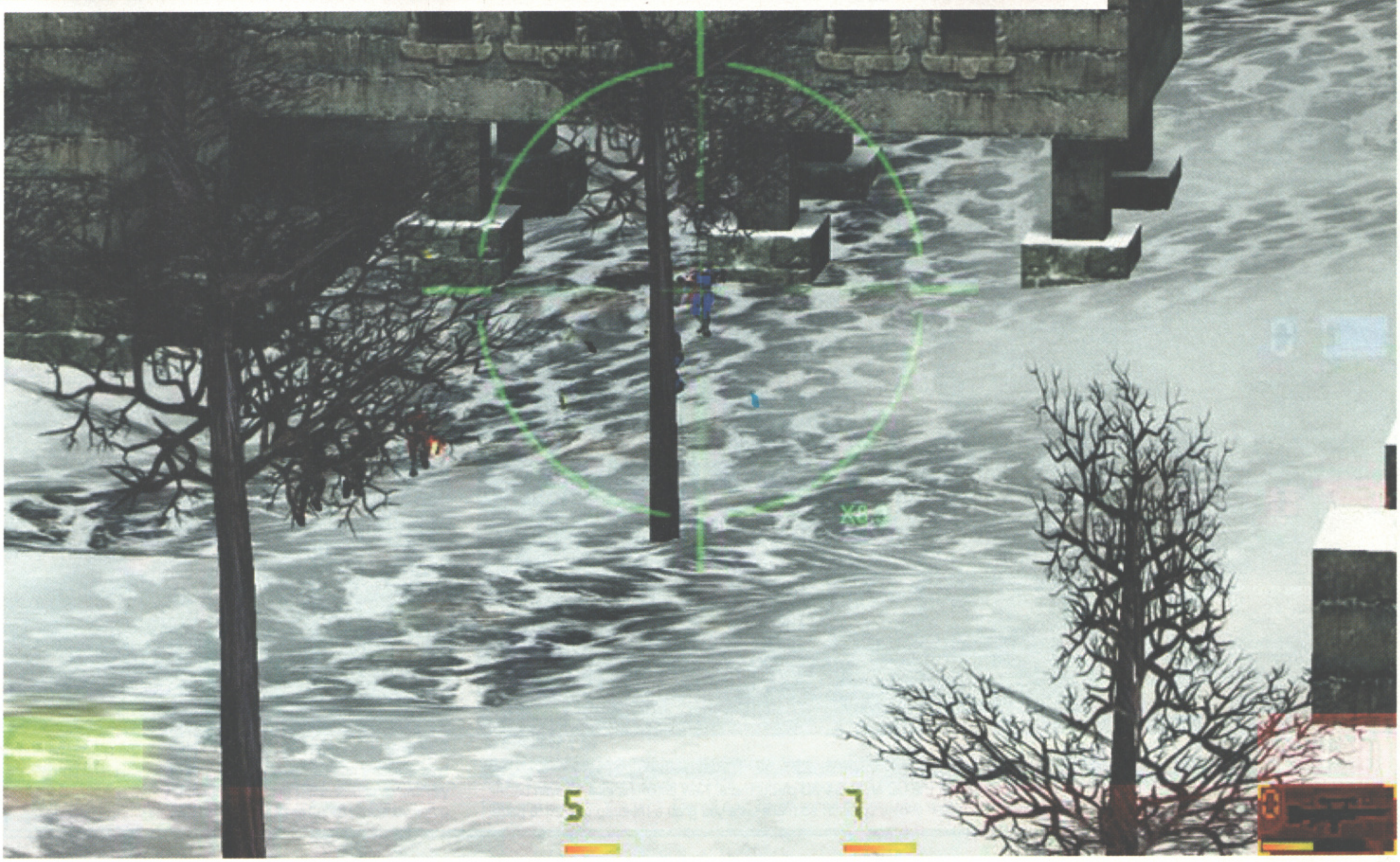
Sequel to the original two-year-old *Unreal*, not *Unreal Tournament*, which impressed so many PC shooter fans a year back that PS2 and DC versions are planned. The first *Unreal* saw you and your prison buddies crash-landing on an alien planet and fighting to stay alive in a traditional story-led one-player game. But while *Unreal*'s multiplayer experience failed to outshine *Quake 2*, it inspired the botchmatching, multiplayer-oriented classic that is *Unreal Tournie*. *Unreal 2* will boast the best of both worlds with both a pounding single player story and botmatching multiplayer modes

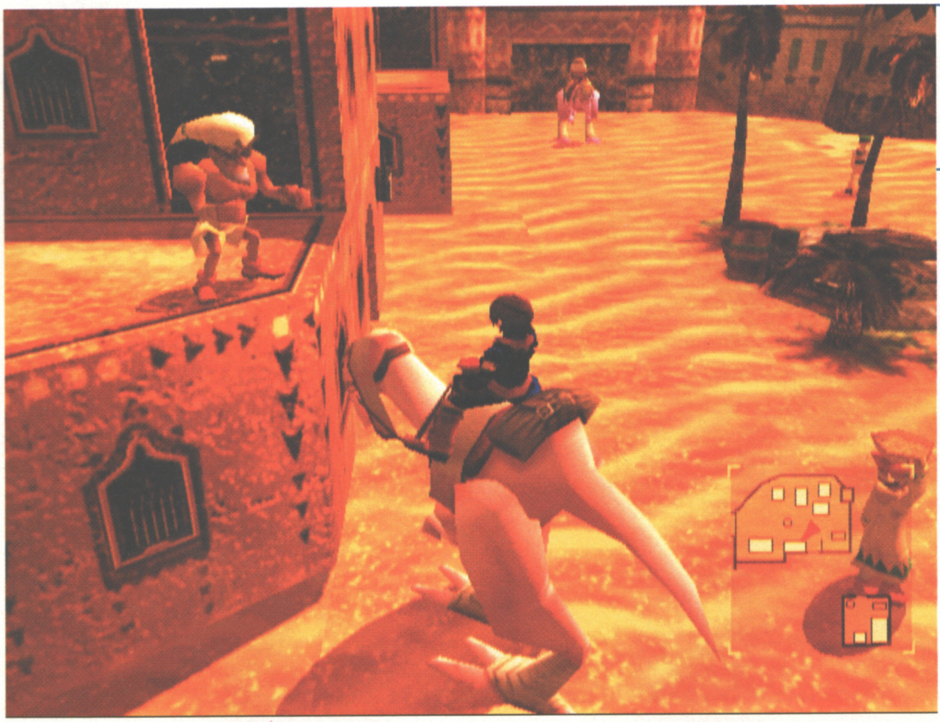
Unreal 2 is still in it's infancy but it's already getting us all dribbly round the gills. The developer, Legend, has been focusing on creating highly detailed NPC and player character models. Motion capture techniques have been used for martial arts moves and their movements are natural and fluid. Apparently



You can see from these screens that the landscapes will be jaw-dropping too. Often in FPSs, objects are detailed from a distance but the textures get blurry when you move in close. *Unreal 2* promises the end of this with super-sharp details on obstacles both in the foreground and background. You can also expect the sauciest level of speed along with the eye-popping visuals. We've all heard similar claims before, but remembering how impressive the original *Unreal* was, we're keeping the faith

Development on the game is so early that plot details are still being finalised but, if they're paying as much attention to that as the visuals, you can bet the game's gonna suck you in like no other. Throw in *UT*-style multiplayer action, and this could be the most awesomely *Unreal* experience yet

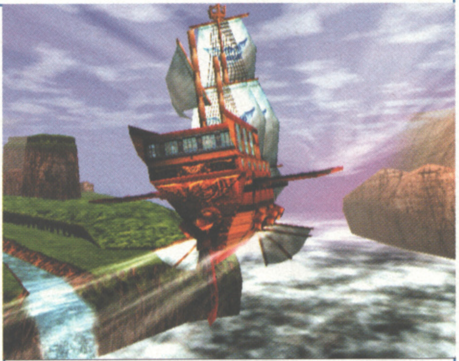




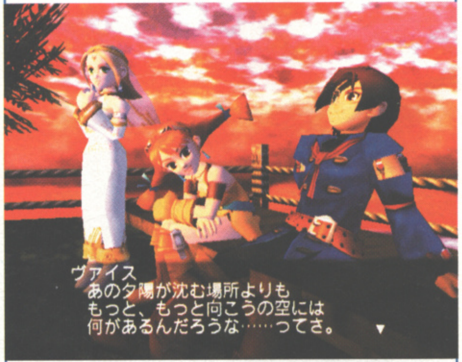
SKIES OF ARCADIA

*OUT***SPRING 2001** *PLATFORM***DC**

The Dreamcast role-player formerly known as *Eternal Arcadia* is to hit our shores early next year. *Skies of Arcadia* sees you and your team of cutesie characters storm around in... giant flying sky ships - armed and ready for adventure. Certainly explains the new name

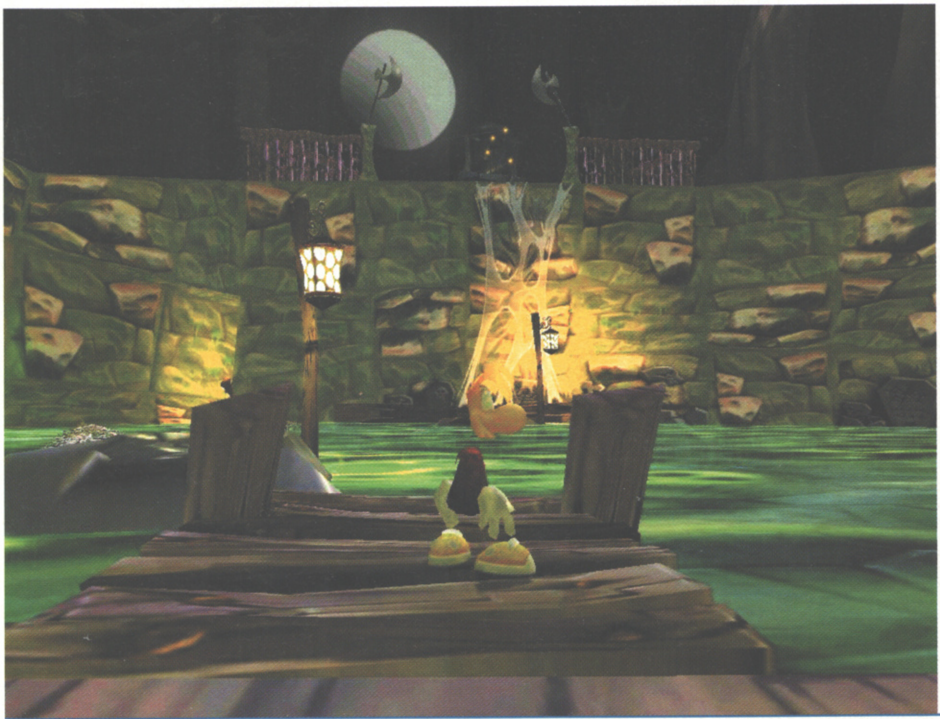


The ships let you travel between the six fantasy-themed realms in the game and you can expect battling both in the air and on foot. There'll be plenty of weapons and magic spells to learn



ヴァイス
あの夕陽が沈む場所よりも
もっと、もっと向こうの空には
何があるんだろうな……ってさ。

Dreamcast's finally getting decent RPGs and *Skies of Arcadia* looks very promising at this stage. The graphics are lush and look alive with detail. You'll be able to chat with over 300 NPCs during your massive quest, customise your massive ships and trade them in for massive new ones. Could be, er, massive



RAYMAN REVOLUTION

*OUT***FOR XMAS** *PLATFORM***PS2**

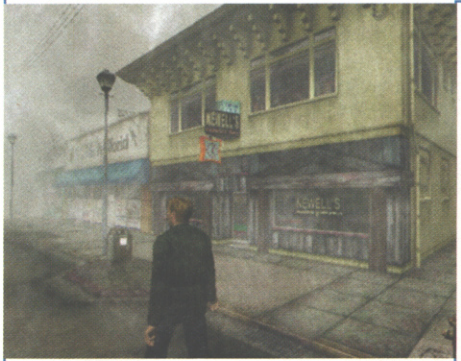
The limbless wonder makes his PS2 debut in a re-worked version of the DC and N64 3D platformers. New additions include even better visuals and extra multiplayer games. There are now three multiplayer games on offer, so make sure you grab a multitap and extra pads

Rayman's adventure remains the same but it's the only game of its type available on PS2, so it promises to be an essential purchase if you're into addictive 3D platform action. If you've not played the other versions, then *Revolution* should be well worth checking out

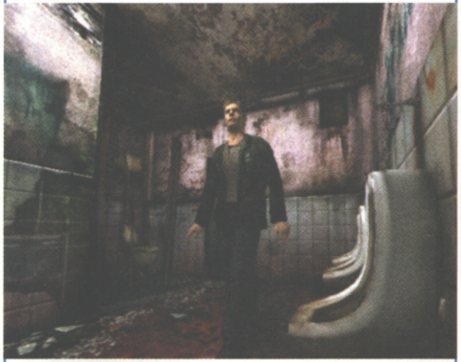
SILENT HILL 2

*OUT***2001** *PLATFORM***PS2**

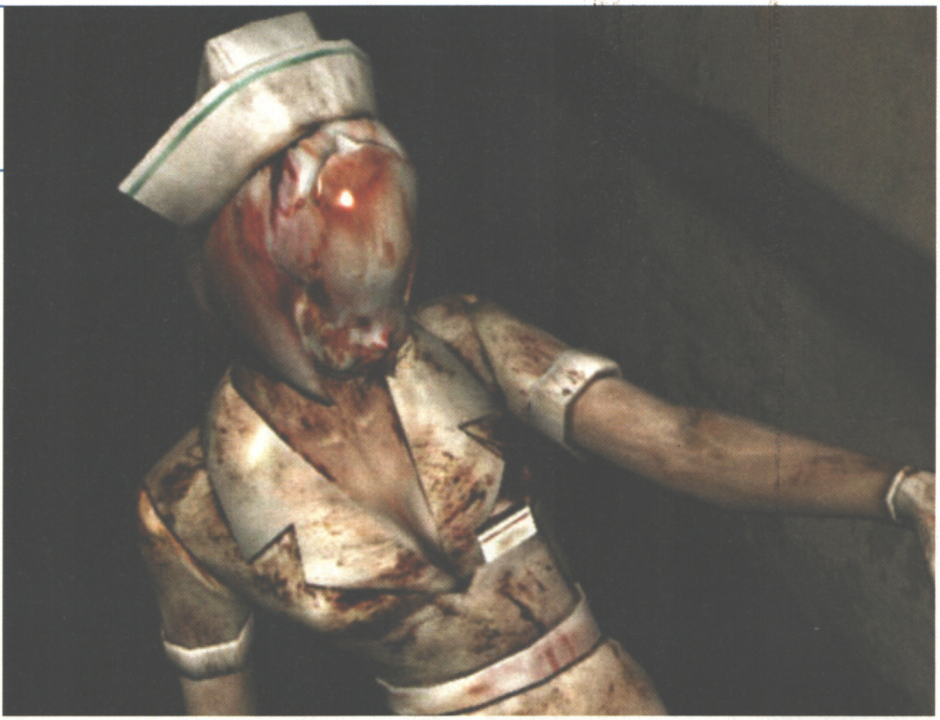
A stunning-looking sequel to the cult PlayStation classic. Harry Mason and his 'daughter' Cheryl from the original are replaced by James Sanderland and a woman called Maria who looks just like his dead wife. Now, where are those skinned babies...?

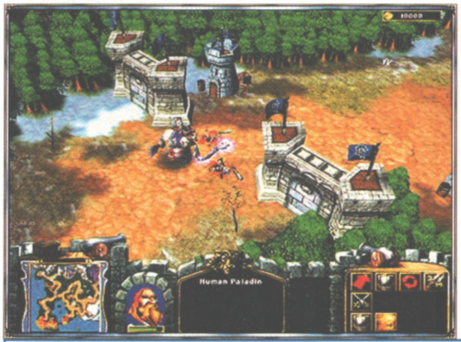


Silent Hill 2 looks set to be even more shocking than the original and the graphical power of PS2 will allow you to revel in some truly grisly moments in all their eye-popping glory. Yummy

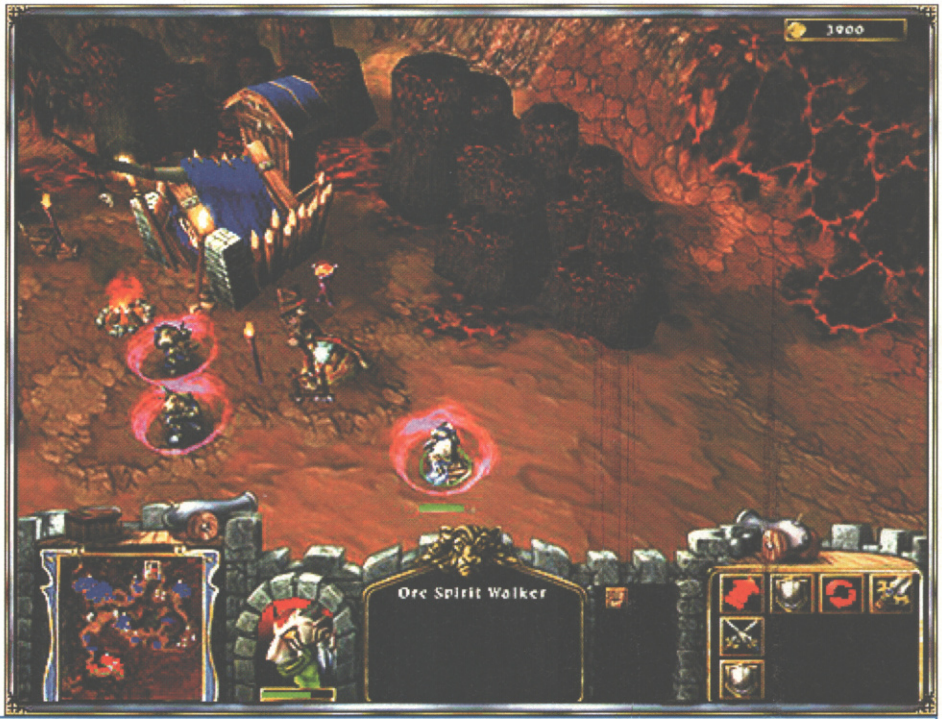


The main criticism of the first game was that the story didn't always make a lot of sense, even if you played through all the endings. We're promised a more tightly-woven (and comprehendable) plot in *Silent Hill 2*, and even more of a brooding atmosphere. The sickest videogame ever? Most likely





Coming along very nicely since we last looked at it, online gaming kings Blizzard are really pumping up the Battle.net multiplayer options. They're planning more players per Net game, team play and quests to trek through. The graphics are wicked too



WARCRAFT III

*OUT***STILL TBC** *PLATFORM***PC**

A fully interactive world, loads of NPCs, neutral factions and stunning animation are all promised in *Warcraft III*. Three new races join the Orcs and Humans this time. There'll even be advanced design tools to let you endlessly customize play. Everybody: "Why are we waiting?"

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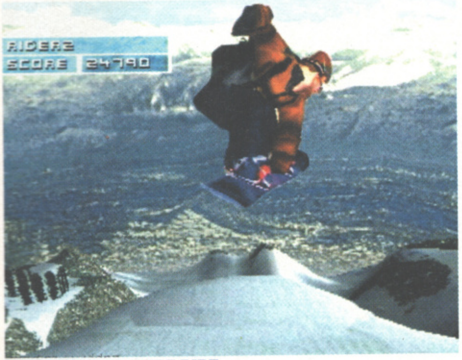
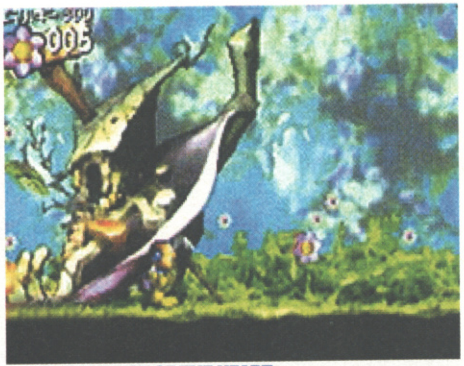


MTV SPORTS: PURE RIDE

*OUT***DECEMBER** *PLATFORM***PLAYSTATION**

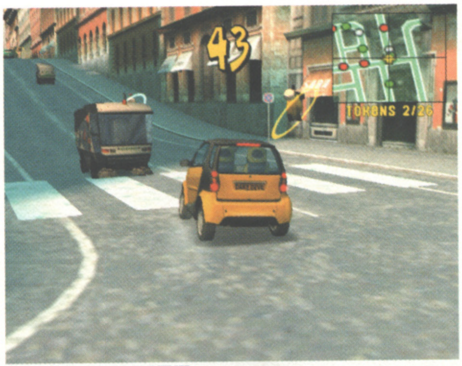
It's nearly Christmas, so it's time for Snowboarding action. *Pure Ride* hopes to give us just what we need in the form of snowbound racing, stunts and big, big mountains to hurtle down. There's even a track editor mode. Sounds top banana, but we'll keep our board dry and reserve any opinion until we've thrashed some code



PINOBEE: QUEST OF THE HEART

*OUT***TBC** *PLATFORM***GAME BOY ADVANCE**

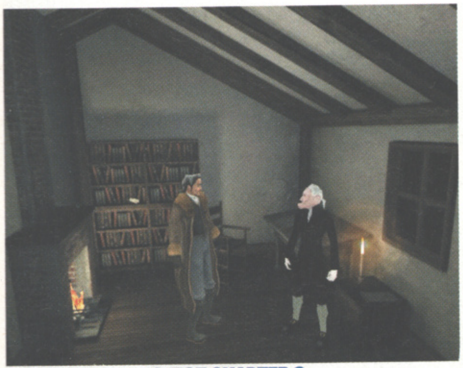
A real stunner, *Pinobee* is Nintendo platform joy in a portable package. Pinobee himself is part insect, part robot and on a mission to save his beatifully-drawn world. The graphics are mint when seen in motion and the control system's great; Pinobee can 'hover-dash' his way around, which is a bit of a new one on us



TOP GEAR DARE DEVIL

*OUT***LATE NOV/EARLY DEC** *PLATFORM***PS2**

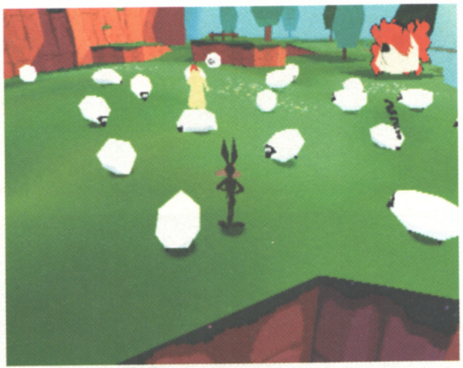
The Top Gear brand gets aired on PS2 in this wild racing title. Take a spin around London, Rome, Tokyo and San Francisco in recognisable - and nippy - cars. Check the screenshot for brutal car-trouncing action. Yes! It's looking sweet - shame we weren't supplied code to review it this issue. Enjoy this pic instead



BLAIR WITCH PROJECT CHAPTER 3

*OUT***EARLY DECEMBER** *PLATFORM***PC**

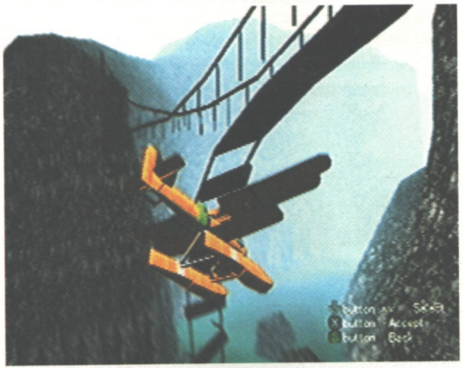
We've got new shots of the third game in the PC trilogy and it's looking, well, pretty much like the others actually. Based again on the *Nocturne* engine, the last outing could be the best of the lot. We just don't understand why they divided the licence among different developers and released three games in as many months



SHEEP DOG WOLF

*OUT***TBC** *PLATFORM***PLAYSTATION**

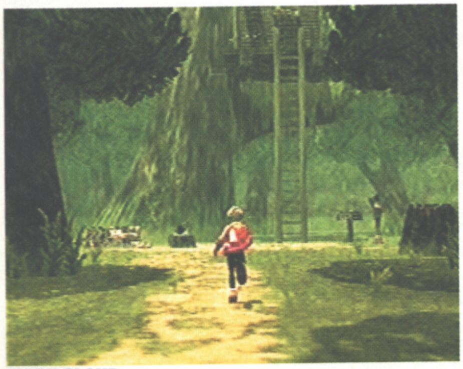
Take control of Wile E. Coyote's wolfy cousin in this 3D action puzzler. You have to steal special sheep away from the sheepdog using crazy items and solving puzzles. It's a lot like fun N64 puzzler *Silicon Valley* but with a brilliant Warner Bros twist. It's based on an obscure WB cartoon, so expect a name change. Any guesses?



SKY ODYSSEY

*OUT***EARLY 2001** *PLATFORM***PS2**

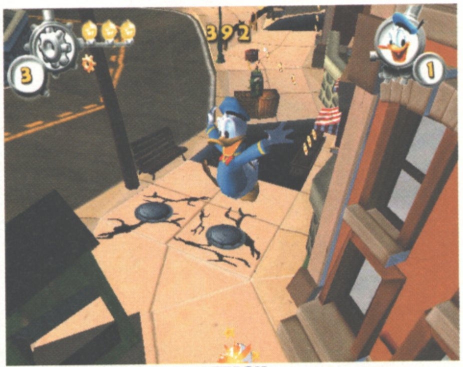
This looks a corker. Billed as a 'flight adventure', it's a kind of mission-based, simplified sim. You get scored for each mission according to various skills-related criteria, so not only do you have to complete your mission, you have to do it in style. If it's even half the game *Pilot Wings 64* was, it'll be awesome



DARK CLOUD

*OUT***TBC** *PLATFORM***PS2**

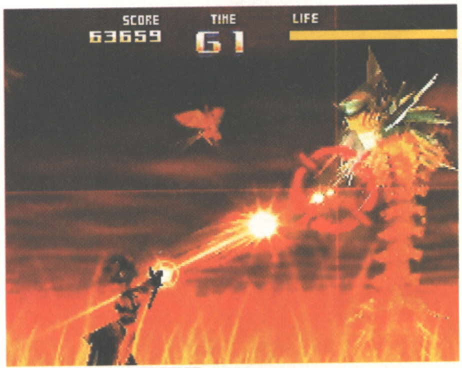
Dark Cloud wowed the audiences at the recent Tokyo Game Show and the more we see of it, the more we want to take it home and get snuggly with it. You build your world then you live in it, a concept pretty new to console RPGs. It looks gorgeous and providing it's varied enough, should do very well indeed



DONALD DUCK QUACK ATTACK

*OUT***DECEMBER** *PLATFORM***PS2/DC/N64**

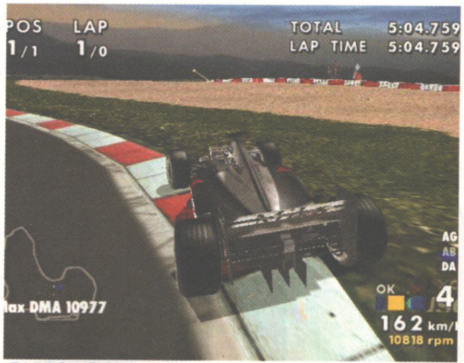
We've previewed the PlayStation version of this brilliant feather-assed platformer and soon everyone across all console formats can get a taste of the angry duckster. It may be fairly brainless but *Quack Attack* is one of the most fun games we've played in ages. Pure playability and loads of sass; looks like an Xmas list must



SIN AND PUNISHMENT

*OUT***TBC** *PLATFORM***N64**

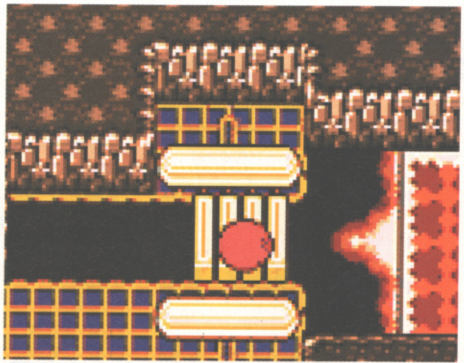
Should be out in Japan as you read this and, from what we've seen so far, should be seriously worth considering if you own an import machine. From Treasure, the people behind *Mischief Makers*, it's a high speed 3D shoot 'em up. No word on an official UK release but they'd be fools not to let us have it. It looks incredible



F1 RACING CHAMPIONSHIP

OUT ***LATE NOVEMBER*** *PLATFORM* ***PS2***

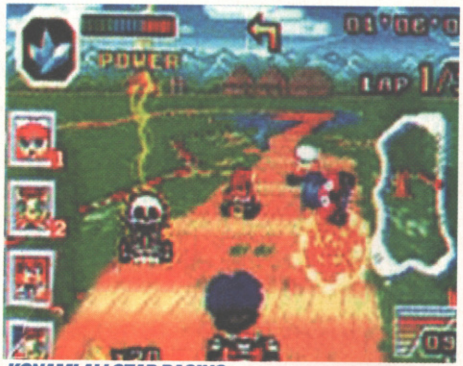
They say, "The most realistic, challenging and exciting racing game ever!" We say, "Hmm, maybe". Games systems are clogged up with F1 games like pubes in bathroom plughole right now, so this better have some special magic up its sleeve. It's all accurately modelled and looks great but we just care about how it plays



KIRBY'S TILT 'N' TUMBLE

OUT ***TBC*** *PLATFORM* ***GAME BOY COLOR***

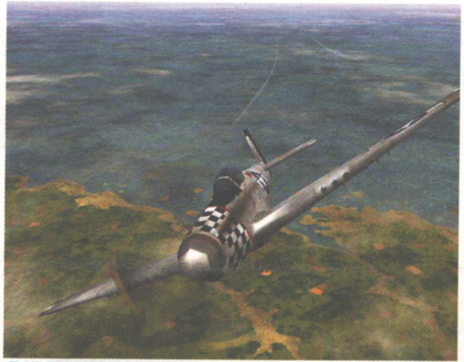
We're still waiting for news of an official release for Kirby's first GBC outing, but we love our Japanese copy to bits. The cart actually has motion sensors in it and you move Kirby around the world by tilting and wobbling the Game Boy. It's the most original GBC title ever and beautiful to play. Kirby is King!



KONAMI ALLSTAR RACING

OUT ***TBC*** *PLATFORM* ***GAME BOY ADVANCE***

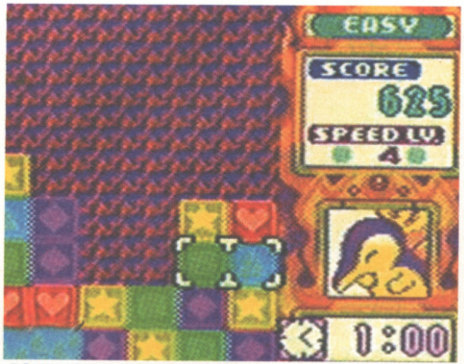
Alongside *Mario Kart Advance*, Konami's kart racer went down well at ECTS earlier this year. Goemon, Ebisumaru and a bunch of other Konami favourites get behind the wheel in frantic cartoon racing. Shows off GBA's Mode-7 pseudo 3D effects really well and the cars handle brilliantly. A rival to Mario



B17 FLYING FORTRESS II

OUT ***END 2000*** *PLATFORM* ***PC***

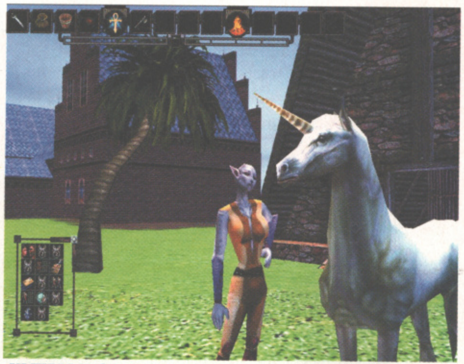
A peachy-looking bomber sim with an original twist. Billed as a dull-sounding tactical crew management game, it's potentially lots more fun than that. Switching control between members of your bomber's crew should get really exciting in multiplayer; each player takes on a specific role like rear gunner or wingman. Cool



POKEMON PUZZLE LEAGUE

OUT ***TBC*** *PLATFORM* ***GAME BOY COLOR***

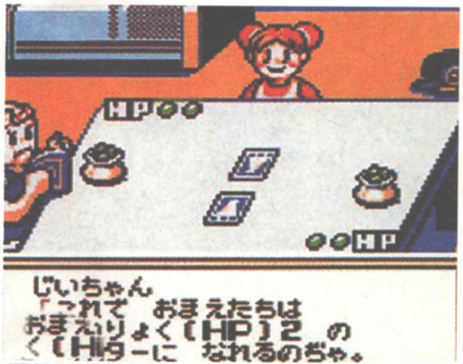
Just like the N64 version but on your handheld. Anyone familiar with *Tetris Attack* will feel at home here as it's basically the same game repackaged for Pokémaniacs. Not a bad thing at all as the gameplay should be solid but you may not need it if you have the original. Pretty much essential otherwise



ULTIMA WORLD ONLINE

OUT ***TBC*** *PLATFORM* ***PC***

Ageing 2D Net RPG *Ultima Online* is loved and loathed by players in equal measure. In a bid to make it all one big gaming love-in, Origin have made the sequel full 3D and tasty looking. While the traditional fantasy RPG theme remains, this time greater realism is the key with impressive animations and accurate physics

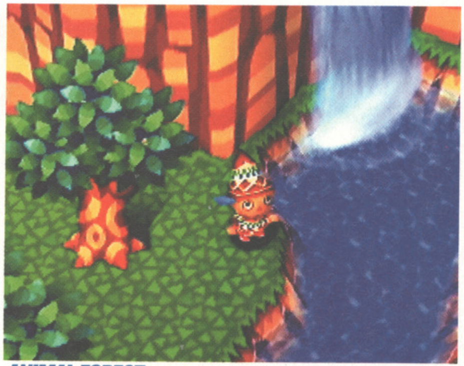


じいちゃん
「これで おまえたちは
おまえりょく[HP]2 の
く[Hタ ーに なれるのぢゃ。

TRADE AND BATTLE CARD HERO

OUT ***TBC*** *PLATFORM* ***GAME BOY COLOR***

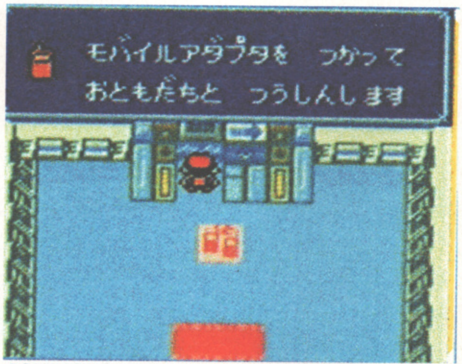
This has been kicking *Pokémon* in the head in the Japanese charts, even though it's a bit of a cash-in. Play and trade cards in a complicated game of strategy wrapped up in an RPG-style adventure. Plays like *Pokémon Trading Card Game* but a touch more in-depth. Exciting but maybe one for the hardcore only



ANIMAL FOREST

OUT ***TBC*** *PLATFORM* ***N64***

Another original Nintendo treat, *Animal Forest* is a game specifically designed for sociable players with mates. Each player controls one character in the gameworld and you have to help the other players by completing tasks. Seasons will pass in real-time. It's quirky and could start a revolution in communicative games

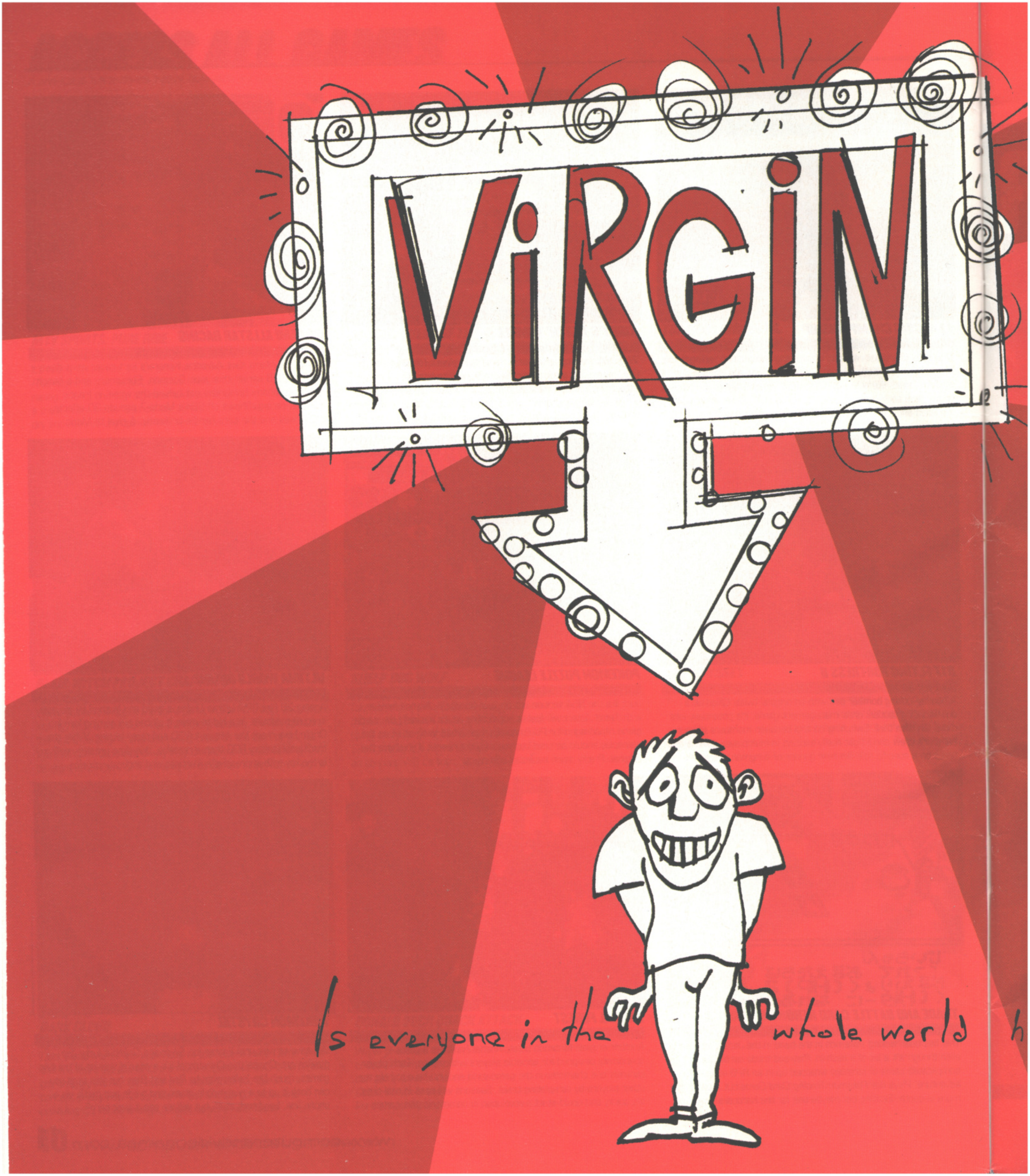


モバイルアダプタを つかって
おともだちと つうしんします

POKEMON CRYSTAL

OUT ***TBC*** *PLATFORM* ***GAME BOY COLOR***

We have to wait until Easter for *Silver* and *Gold* but lucky Jap players get *Crystal* this Christmas! It's a special version of the two games, much like *Yellow* was to *Red* and *Blue*, but this time you can hook it up to a real mobile phone and trade and battle via a phone line. Landmark stuff, but will we see it over here?



Is everyone in the whole world h

having sex except me?

Guess What? The answer's ... no.

Truth is, most of your mates who say they are regularly having sex are, in fact, regularly having you on. To be blunt, they're lying.

Because, despite what they may tell you, most boys under 16 haven't had sex.

So, how come all those stud mates of yours are not getting their end away as much as they'd like us all to believe?

First, most girls are not desperate to have it off with every boy they meet.

Second, even the ones who think you're hotter than a beach in Ibiza may feel they're not yet ready to have sex.

Third, some boys (more than you think) also feel it's okay to wait a bit (even if it's not cool to admit it).

Point is, if you're in your teens and not having sex, don't worry – you're normal.

At least as far as your sex life goes.

sex

Are you thinking about it enough?

If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 28 29 30 or visit us at www.ruthinking.co.uk The call is free and confidential. Textphone (for people with hearing impairments) 0800 328 1651.

DC OR PS2? THE VER

THE NEXT-GEN WAR HAS FINALLY KICKED OFF. IT'S TIME TO NAIL THE BIG ONE: WHICH DOES CVG RECOMMEND YOU SHOULD BUY?

WORDS & SCREENSHOTS**LEE SKITTRELL** PICS**KENNY P**

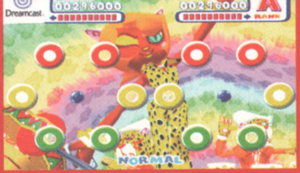
FOR THE

FOR THE past year, players have been subjected to the gaming equivalent of the pre-Wrestlemania square-ups, with snarling combatants trying to psyche each other out before the fight. Replace your favourite WWF wrestlers with console makers, add some heavy-duty posturing and gallons of hype, and the first round in the next-gen war should be explosive. Our packed Mailbag proves you've already been taking sides, but with the UK PS2 launch game line-up now being significantly different from the Jap one earlier this year, and DC now weighing in with 100 titles (some held back to pee in PS2's pot), all the talk to date has just been hot air. Until now. With pre-ordered PS2s starting to arrive, the battle is officially on between Sony's and Sega's machines. Now it's crunch time - which of the first two next-gens does CVG recommend you buy? We've compared the consoles using critical gaming issues and slapped a smiley face on the winner for each category, with an overall verdict at the end. Round One, and... fight!

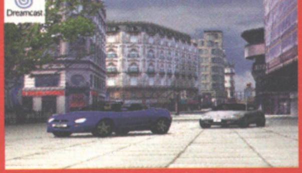
THEY GOT GAMES

Never mind its power, tech specs and all that other confusing waffle, a console lives or dies by it's games. After a rocky start, Dreamcast now has a killer selection of belters among the 100+ games that are in the shops.

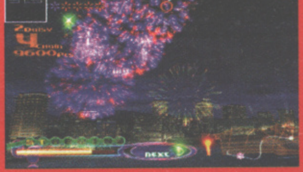
PlayStation 2 offers not just the entire original PS back-catalogue but 26 PS2-only titles from launch and well over 50 by early next year. Here's a small but significant selection of the biggest titles that will be crossing swords for the coins in your pocket.



***Samba De Amigo*, out December. Best party game ever, and an ace rhythm action title**



***MSR*, out Now!! Likely to give PS2's *Gran Turismo 3* a run for it's money**



***Fantavision*, out Nov. Original and fun – the next-gens' most offbeat game?**

R DICT

TECHY STUFF

Dreamcast's processor is a 128/64-bit hybrid and the best resolution it can muster is 640x480. Dreamcast can shift 3 million polygons per second.

PRICE IS RIGHT?

Launched at a competitive £200, you can now officially buy a machine with *Chu-Chu Rocket* for £150. Don't be surprised to see £100 DCs in some shops this Xmas.

THIRD-PARTY SUPPORT

Not all the big guns backed DC from the start - noticeably absent were EA and Square - and stories of developers ditching DC titles have begun to worry CVG in recent months. *Castlevania Resurrection* was one of the first games to be canned, and *Colin McRae Rally 2.0* is one of the most recent to be ditched. There's also some concern over Jap and US titles never gracing our UK machines. You may not care about *Let's Go By Train!* but missing out on the wicked *Virtual On* is heartbreaking. And *MSR* has only just arrived – a year late!

INTERNET READINESS

Dreamcast is internet ready out of the box. Shove the Dream Key CD into your console's eager mouth and after a few sultry purrs as it dials up the server, your Dreamcast will be spewing assorted internet treats onto your screen.

ONLINE MULTIPLAY?

Proper online gaming came half a year late. *Chu-Chu Rocket* was the first and while free, it had annoying lag. *Quake 3 Arena* is what we'd been promised to give DC fans one over on non-internet ready PS2 owners. But where America got a 56k modem, we've been saddled with a 33k one, so while *Q3A* is ace, there's likely to be noticeable lag. Until more online games arrive (*Half-Life's* Net play disc will be released later) and Sega come up with affordable broadband connections, lack of choice and lag problems will disappoint. Plus, you can only play other Europeans. But hey, at least it has online multiplay out of the box.

INNOVATE!

As an easier machine to code for, DC is seeing some developers take a few risks with offbeat titles like *Space Channel 5* and *Jet Set Radio*. Sega's own development bods, Sonic Team, are making hugely clever games. DC owners also get spot-on arcade conversions like *Crazy Taxi* and *Virtua Tennis*. Dreamcast is the machine of choice for players who want original and innovative games. With 100 titles released, there's currently a greater choice of next-gen games than for PS2.

NOT JUST A GAMES MACHINE

DC is a games machine more than anything else. Net access is a bonus but it's currently not as good as on a regular PC. A number of earlier beefs have been fixed and there's a bunch of improvements coming, including Dream Eye videoconferencing. But it'll cost you another £40 for a keyboard and mouse to take the pain out of using email. So it's not perfect, but it's hard to bitch when it comes so cheap. Sega claim they're looking at some sort of free Net phone call scheme but you could be more likely to see a flat-rate fee if they manage to sort super-fast ADSL-style access.

TECHY STUFF

PS2 trounces DC in the technical department with a true 128-bit processor, double the memory, almost twice the resolution capabilities and 20 million polygons per second. But it means nowt if developers aren't using the machine to it's potential.

PRICE IS RIGHT?

PS2 costs £300 and you had to pre-order to make sure you get your machine sometime between November 24th and Christmas (by the time you read this, they might even actually have a few in the shops - gasp!). A clever marketing ploy or an innovative new way to shop? We're not sure but £300 for the machine – even one that plays DVDs – a pad and a memory card is a lot. And Americans only have to sick up £200 for one. Grrr.

THIRD-PARTY SUPPORT

When PS2 was announced, developers were falling over themselves to jump on board. So you can (eventually) expect original, mega-budget titles. All the big brands are guaranteed to appear. Trouble is, developers are whinging about how tough it is to programme PS2. The launch line-up is a case of quantity over quality, but there are a few gems in there already, with Sony promising 50 titles by Easter.

INTERNET READINESS

All the gubbins is there and ready to rock inside PS2, except there's no modem. You're likely to see third-party modems available first, probably some time next year. Sony is waiting for the ultra fast Net connection that broadband can offer before going ahead with the official USB modem. Great news that they want to offer a high-speed, feature-packed internet service including the possibility some years down the line of downloading games and all sorts of cool content like music and video files. Bad news is we'll have to wait.

ONLINE MULTIPLAY?

It will happen and, with broadband technology, online multiplay *will* rock. Impatient gamers may be chewing on the sofa cushions while they wait though. *Unreal Tournament* and *TimeSplitters* are sure bets for online features, and with big names backing the system you can expect a version of *Quake 3* too. How about the next generation *FIFA* games being played in multi-user European leagues or burning up the tarmac via your phone line in *Gran Turismo 4*? It's all possible. But not just yet.

INNOVATE!

Big developers + big budgets = less risk taking. You can expect many of the biggest PS2 games to be sequels of already popular games. *Final Fantasy 10*, *Silent Hill 2*, next-gen Lara – all will be stunning technological achievements but are likely stick to the 'winning' formula. Just hope there's still room for innovative stuff.

NOT JUST A GAMES MACHINE

PS2 offers a double-whammy with it's DVD and gaming abilities. Sales of DVDs sky-rocketed after the machine's launch in Japan. You can expect to see the same thing happen on our shores, especially as stand alone DVD players are still priced in the luxury bracket. As both a games machine and DVD player, PS2 is very tempting.

CVG RECKONS

THE VERDICT

Count the smiley faces and you'll see that DC scores one more than PS2: 4 to 3. Both machines are available now and in the short-term DC stands above PS2 for UK players. The games are more exciting and the online features are getting interesting. And the price is right.

DOWNHILL FROM XMAS

In a year from now things may be different. PS2's price should drop, it'll be in shops and Xbox and GAMECUBE will be imminent. Unless Sega pull off a miracle, DC could well be the least desirable console. PS2 has the right marketing and a great array of titles in the works. If you buy a PS2, you know you're guaranteed a steady flow of good releases, a handful of awesome games, and a machine with a long life.

CVG RECOMMENDS

Our advice? If you can afford it, get both. Otherwise, get a Dreamcast now and enjoy the fantastic games and online play that are already available, then, around the time *MGS2* hits the shelves next Xmas, nab yourself a PS2. See p70 for our reviews of PS2's launch games.

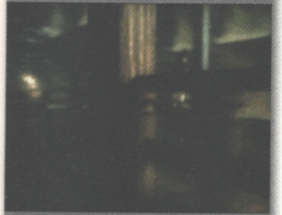
***GT3*, out 2001. Formerly known as *GT2000*, still being tweaked to perfection**

ARE YOU THE MAN?

SPACE CHANNEL 5

Got a copy of outta this world dancing game *Space Channel 5* yet? Struggling to complete it? Not a problem for The Masters – check out our pic if you haven't seen the ending. You see, we got natural rhythm.

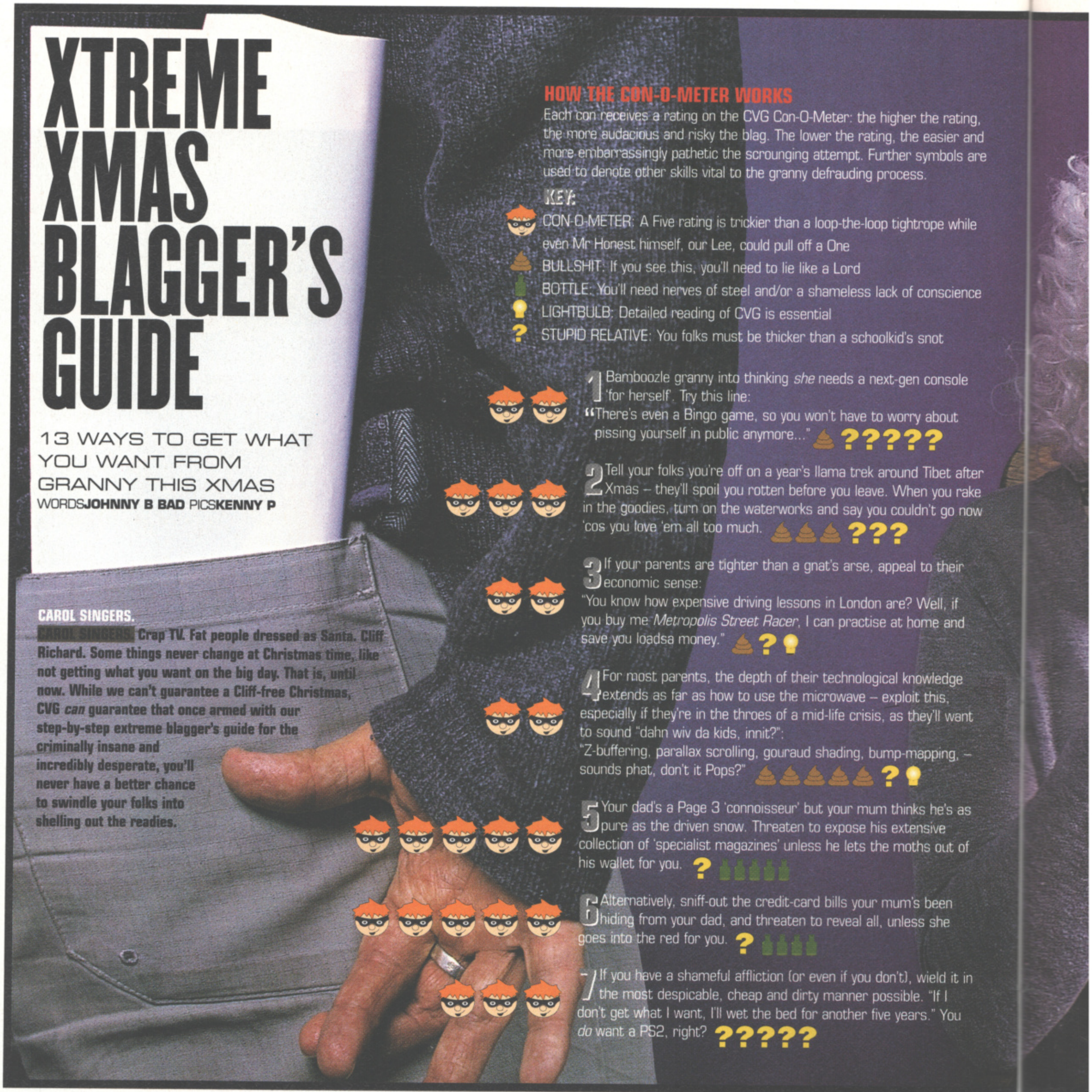
TIP: Instead of pressing the buttons exactly on the beat (like in PlayStation's *Parappa* or *Bust-A-Groove*), wait a split second before hitting the right button. Also, bear in mind all the time that the rhythm is broken down into four beats to the bar – it's not just random.



RIDDLE ME THIS...

Here before you is a seriously blurry screen. The pic's from a famous sequel doing the rounds right now and it's from a bit in the game where the stage is being set for a big battle. Get this and consider yourself a Master. Clue: check out the decor.

It's an FMV sequence from PlayStation stealth-athon *Tenchu 2*, complete with distinctive Japanese interior design.



XTREME XMAS BLAGGER'S GUIDE

13 WAYS TO GET WHAT YOU WANT FROM GRANNY THIS XMAS

WORDS**JOHNNY B BAD** PICS**KENNY P**

CAROL SINGERS.

CAROL SINGERS. Crap TV. Fat people dressed as Santa. Cliff Richard. Some things never change at Christmas time, like not getting what you want on the big day. That is, until now. While we can't guarantee a Cliff-free Christmas, CVG *can* guarantee that once armed with our step-by-step extreme blagger's guide for the criminally insane and incredibly desperate, you'll never have a better chance to swindle your folks into shelling out the readies.

HOW THE CON-O-METER WORKS

Each con receives a rating on the CVG Con-O-Meter: the higher the rating, the more audacious and risky the blag. The lower the rating, the easier and more embarrassingly pathetic the scrounging attempt. Further symbols are used to denote other skills vital to the granny defrauding process.

KEY:

☻ CON-O-METER: A Five rating is trickier than a loop-the-loop tightrope while even Mr Honest himself, our Lee, could pull off a One
💩 BULLSHIT: If you see this, you'll need to lie like a Lord
🍾 BOTTLE: You'll need nerves of steel and/or a shameless lack of conscience
💡 LIGHTBULB: Detailed reading of CVG is essential
? STUPID RELATIVE: You folks must be thicker than a schoolkid's snot

☻☻

1 Bamboozle granny into thinking *she* needs a next-gen console 'for herself'. Try this line:
"There's even a Bingo game, so you won't have to worry about pissing yourself in public anymore..." 💩 ?????

☻☻☻

2 Tell your folks you're off on a year's llama trek around Tibet after Xmas – they'll spoil you rotten before you leave. When you rake in the goodies, turn on the waterworks and say you couldn't go now 'cos you love 'em all too much. 💩💩💩 ???

☻☻

3 If your parents are tighter than a gnat's arse, appeal to their economic sense:
"You know how expensive driving lessons in London are? Well, if you buy me *Metropolis Street Racer*, I can practise at home and save you loadsa money." 💩 ? 💡

☻☻

4 For most parents, the depth of their technological knowledge extends as far as how to use the microwave – exploit this, especially if they're in the throes of a mid-life crisis, as they'll want to sound "dahn wiv da kids, innit?":
"Z-buffering, parallax scrolling, gouraud shading, bump-mapping, – sounds phat, don't it Pops?" 💩💩💩💩💩 ? 💡

☻☻☻☻☻

5 Your dad's a Page 3 'connoisseur' but your mum thinks he's as pure as the driven snow. Threaten to expose his extensive collection of 'specialist magazines' unless he lets the moths out of his wallet for you. ? 🍾🍾🍾🍾🍾

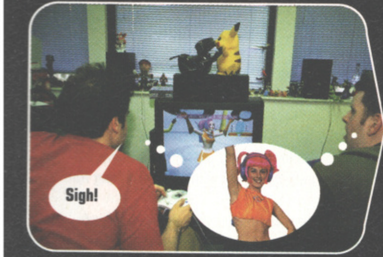
☻☻☻☻☻

6 Alternatively, sniff-out the credit-card bills your mum's been hiding from your dad, and threaten to reveal all, unless she goes into the red for you. ? 🍾🍾🍾🍾

☻☻☻

7 If you have a shameful affliction (or even if you don't), wield it in the most despicable, cheap and dirty manner possible. "If I don't get what I want, I'll wet the bed for another five years." You *do* want a PS2, right? ?????

SPACE CHANNEL 5: CVG LOVES ULALA AND WILL DO ANYTHING TO SAVE HER FROM ALIEN CLONES OF POPSTERS DAPHNE AND CELESTE...



5am: CVG's professionals are in the office for some late night *Space Channel 5* 'research'

Waaaaaah! Gaaah! Blahblah!
Quick, save those *Space Channel 5* competition prizes

Suddenly, the CVG boys are sucked into the DC like hamsters up a hoover pipe. Paul wigs out

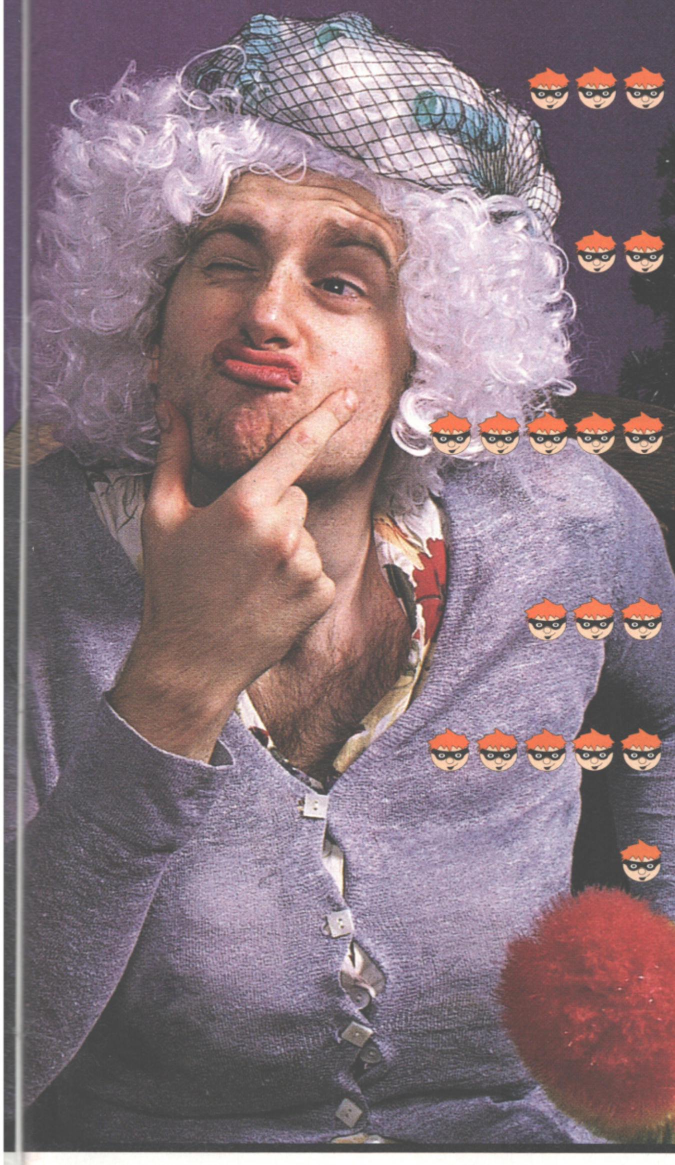
CVG, save me from a fate worse than Westlife!

Alien clones of Daphne & Celeste are trying to nab Ulala's best dance moves and CVG's prizes

Hand over the copies of *Space Channel 5*...
...or we'll make you dance to Steps. Beg for mercy, fools!

Luckily, the CVG boys have a stash of *Power Stone* gems and turn into Dancing Super Beings

A ma
cause



8 Try your hand at subliminal scrounging and slip the game of your dreams into everything you say, so that it eats its way into your granny's confused mind:
"So anyway, *Smackdown! 2*, in History today, *Smackdown! 2*, we learnt all about, *Smackdown! 2*, this dodgy Teutonic sausage-muncher with a, *Smackdown! 2*, bad tash..." ?

9 Make a Christmas list from hell that gives your relatives little option but to get you the goodies:

- OUIJA BOARD
- AIR-RIFLE
- BOTTLES, RAGS AND PETROL
- ANN WIDDECOMBE WIG AND FULL BODY-OUTFIT
- *QUAKE 3 ARENA* ?

10 How's your nerve? Right, go down your local videogame emporium and do a bit of shoplifting, *making sure you get caught*. When your parents are called in, bawl your eyes out explaining you only did it 'cos you didn't want your parents to waste valuable money, following your dad's recent redundancy. *DISCLAIMER: CVG doesn't condone shoplifting in any way. We cannot be held responsible for our humour being taken seriously, or for any silly buggers who involve themselves in petty crime. You weren't really meant to do it, plank-brain.* ?

11 If you have a tendency to pork out at Christmas and turn into Lardman by New Year, save your parents the expense and embarrassment of packing you off to Fat Camp and suggest they hand over the readies for *Samba di Amigo* plus maracas, or a dance-mat and *Dancing Stage Euro Mix* – purely for exercise and health purposes, of course. ?

12 One for the utterly despicable: borrow a friend's dog for a week, taking it round to granny's every day so she gets nice and friendly with it. Then return it to your mate, but tell granny it got run over. Do it right and your mate might even pay you for dog-sitting too.

13 If all else fails, cast dignity aside and beg for all your miserable life's worth. Down on your knees dammit. Actually, forget methods 1-12. This last one really does work. But then you all already knew that, didn't you...?

CVG RECKONS

You've gotta be shameless, amoral, or desperate to attempt half of these and just plain stupid to try the rest. But we bet you or your mates have already tried, or thought of trying a subtler, acceptable, legal variation of at least one of them. CVG accepts no responsibility for any trouble these daft suggestions may cause. If you're rumbled, you didn't hear it from us. Merry Xmas.

PLANET CVG

■ Dreamcast
Sega have posted the first shots of *Virtua Cop 3* on their web site, with a Dreamcast conversion on the cards once the arcade cabinet is out there. It's more James Bond with you in a tuxedo and a silenced gun, but you can bet the bullet-in-the-head action is the same.

■ Online Games
Capcom have announced that they will be developing games that will be networked on all future consoles. This means that in future games will appear on all new machines and you'll be able to hook them all up.

■ PC
Westwood have at last broken out of their 2D RTS mould for the next game in the *Dune* series. *Emperor: Battle for Dune* will be a full-on 3D strategy fest with you battling for control of the spice on Arrakis. The actor who plays Lt Worf from Star Trek will be appearing in the FMV sequences.

■ Dreamcast
Sega have confirmed that a demo of *Sonic 2* will be bundled with *Phantasy Star Online*. If you've never bought an import game before, you have a damned good reason to start now.

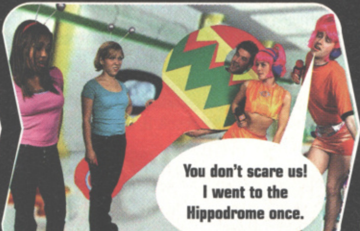
■ Movies
***Tomb Raider* is almost done, *Resident Evil* is in the works and now it has been confirmed that Sega classic *House of the Dead* is to get the Hollywood touch and be turned into a film.**

■ Dreamcast
Classic PC first-person shooter *Unreal Tournament* is on the way. It will be out at the end of February and will contain everything that was in the PC and more. After witnessing the magic that is *Quake 3* on DC, hopes are high for this one.

■ PlayStation 2
Activision have confirmed that the hero of the X-Men, Wolverine, is to get his own PS2 game

Schoooooooool's out for summaaaaaa....

A massive dance-off ensues: The evil pop clones cause choreographed carnage, threatening Earth


You don't scare us! I went to the Hippodrome once.

Our brave heroes laugh in the face of danger and strut their stuff. No-one beats CVG at games

Bah! You beat us today, but we'll be back with our new single...
No plugging in CVG! Announce our competition, or else

The alien popsters are defeated, but would have got away with if it hadn't been for our pesky kids

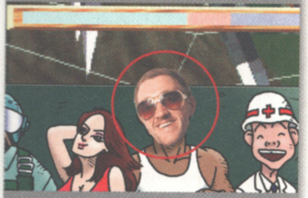
Sob!
To win one of five copies of *Space Channel 5*, send a postcard marked 'Ulala' to the usual address

After telling readers about our compo, the extraterrestrial clones are banished into pop hell

SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

Spot where we've hidden a cut-out of Dan's pug ugly mug and you could win a luuuverly Digimon Version 2. State the page number on a postcard to our usual address marked Spot The Dan 229. Winners will be announced in Win This Lot Now!.



In last issue Dan was on page 101

CVG WORD SEARCH

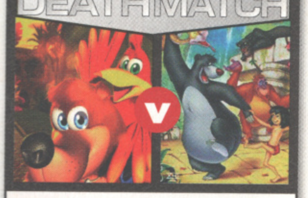
Think you can spot a good game from a mile away? Then you need to pick up a pen and see how many of the hidden games related words you can find below. Words can be horizontal, vertical, diagonal or written right to left. There's no prize here for getting them all, but if you want, see if you can find them all within five minutes. Every time you spot a word that's in the list, mark it by drawing a ring all the way round it. There are 15 gaming words to find. Good luck and happy hunting.

WHAT YOU'RE LOOKING FOR...

LARA CROFT
SMACKDOWN
SPIDER-MAN
BLIND TEST
TEKKEN TAG
LE MANS
PS2
DRIVER 2
UFC
RR5
SPYRO
SIMPSONS
QUAKE
THE GRINCH
BANJO

B	O	B	L	I	N	D	T	E	S	T	S
B	W	I	D	V	R	2	E	F	F	E	R
A	U	F	C	A	5	L	O	O	T	K	R
N	X	O	S	A	E	L	R	R	H	K	S
J	B	U	K	M	Z	C	O	Y	A	E	P
O	T	A	A	5	A	M	O	P	G	N	I
S	M	N	T	R	Q	C	M	S	R	T	D
S	S	Q	A	T	S	U	K	I	Y	A	E
P	J	L	E	O	4	Y	A	D	N	G	R
2	R	E	V	I	R	D	M	K	O	Z	M
S	I	M	P	S	O	N	S	T	E	W	A
P	O	H	C	N	I	R	G	E	H	T	N

VIDEOGAME DEATHMATCH



THE CONTENDERS

Banjo Vs Baloo

Name	**Banjo**	**Baloo**
Expertise	**Fisticuffs**	**Dancing**
Partner	**Kazooie (bird)**	**Mowgli (boy)**
Eats	**Honeycomb**	**Jungle ants**

THE FIGHT

Big Bad Baloo is at an advantage as The Battle of the Bears takes place on his home jungle turf. As the duo square up to each other, Baloo points and laughs at Banjo's silly yellow shorts. Banjo, angered by his naked opponents taunts, tears into Baloo and the fur starts to fly. Baloo's special Jungle Shimmy move proves devastating to Banjo, who gets badly singed from his rival's funk fire. But Banjo has a secret weapon in his backpack - Kazooie, and she's mad. She squawks wildly and pecks away at Baloo's bulk until she's stripped him of fur. Bald Baloo loses his groove and skulks away, leaving Banjo and Kazooie ultimate Bear-Brawling champs.

THE WINNER

Banjo (with a little help from his friend)

X-BOXING CLEVER

MICROSOFT BIDS TO STEAL PS2 THUNDER

WORDS**PETER WALKER**

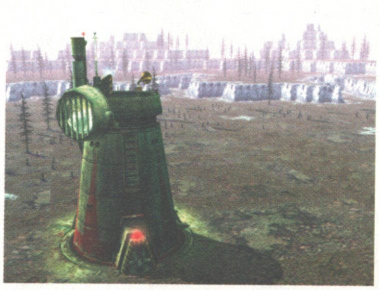
It's the oldest marketing trick in the book – but it's working for Microsoft. Just as everyone is looking at Sony for the European launch of its new next-gen, Microsoft grabs us by the eyeballs with exciting news on Xbox developers, which games we're likely to see and even exclusives pinched from the mighty PS2.

BILLSEYE

Bill Gates' boys kicked off their offensive with an international unveiling of 160-odd developers who've agreed to develop for Microsoft's next-gen console – loads of the big names were in there, from Core to Konami. They backed it up with a four minute video of a couple of dozen sexy-looking sports, platform, FPS, beat 'em up and survival horror titles, including *Unreal Tournie, Elite Force* and *Silent Hill 2*.

BIT VAGUE

The accompanying quotes from developers were suitably excited but vague and while Microsoft promised we'd see ground-breaking new titles, it wasn't even clear whether all the in-game footage really was running on Xbox dev kits or high-end PCs. It didn't help that Microsoft promised to release the video clip and then changed their minds, apparently because they didn't have the permission they needed.



Munch's Oddysee - what it was supposed to look like on PS2. Now an Xbox exlusive

WHET, WHET, WHET

The Xbox boys then let slip that we can expect an Xbox *Metal Gear* – but confusion then erupted over whether it would be based on *MG1* or *MG2*. Konami UK maintain it's *MG1*, but it's still not clear. If it is *MG1*, then that could be a bit of a coup for Sony.

XBOX X-CLUSIVES

Not deterred, Microsoft hit back just weeks before deliveries of PS2s began by announcing Xbox has pinched one of PS2's most original titles: *Munch's Oddysee*. Bill's boys have tied up exclusive rights to publish the next four Oddworld games, and as CVG went to press there were rumblings of further big announcements. We reckon there'll be an Xbox Lara.

CURRENT SCORE

Six months ago, Xbox wasn't a real contender, and while Sony's still in the lead in the battle to win the minds of players, the score's closer. We reckon six months ago the score was Sony 10, Microsoft 0; but now it's Sony 7, Microsoft 3. Getting more interesting by the day.

VG RECKONS

Console giants battling to bring bigger and better games out? We say, "Bring it on!"

computer and video Games

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emap active

Computer and Video Games uses DOLBY SURROUND to make *Quake 3* go boom on DC

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PLANET CVG

■ PlayStation 2
Demo madness from Konami. If you buy *ZOE* when it's released in March 2001, you'll get a playable demo of *Metal Gear Solid 2*. By then, someone will probably have come up with a way of playing import games on your PAL PS2.

■ Xbox
IX isn't out yet, and X is months away on PS2, but rumours abound that the *Final Fantasy* series is about to branch out from Sony to include Microsoft, with *FFXI* becoming dual format. Square already have Xbox dev kits. Ooh!

■ PlayStation 2
THQ have announced that the snappily titled *Championship Motocross 2002 Featuring Ricky Carmichael* is in development for PS2. Let's hope they come up with a shorter name when released.

■ Dreamcast
Promising space shooter *I War 2* has been ditched by Infogrames, concerned the DC market won't support that kind of title.

■ N64
The Olympics have finished and did you notice anything was missing? While the other versions of *Sydney 2000* were released, the N64's was delayed. Now Eidos have decided to scrap it, even though it's finished. Money well spent, eh?

LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

Christmas is coming and the Prof is getting fat. His late night sherry and brazil nut binges have caused the pounds to pile up – so much so, his lab coat is now skinny-fit. It's only the aerobic action of the awesome Rave Station that's keeping him one stop short of Chubby Central.

RAVE STATION

PlayStation **£29.99**

Stomping around on one of these beautiful dance mats is the most fun you will ever have with rhythm-action games and a guaranteed hit at parties. Super-sensitive yet sturdy, the Rave Station is the business. ★★★★★

XPLODER CD9000

PlayStation **£19.99**

CD9000 is loaded with over 2000 cheats for PlayStation games. You can find more online through the dedicated hotline and even create your own. It's easy to use and essential if you really want to win. ★★★★

XT 10 RACING WHEEL

PlayStation **£29.99**

Pretty, but pretty standard racing wheel. Has good feedback though and the pedals are OK. The gear-shift paddles underneath the wheel are a great idea but a little flimsy. Not a bad wheel for the price, but there are better. ★★★

SIDEWINDER STRATEGIC COMMANDER

PC **£59.99**

This piece of kit looks like something you'd find on the bridge of the Enterprise. Only way cooler. Enhance your RTS games with this button-loaded monster. You can program up to 72 commands, leaving your keyboard hand free. ★★★★

SIDEWINDER GAME VOICE

PC **£49.99**

How about a microphone and mini-switchboard so you can bark commands at exactly who you want to in online scraps? A good price for such a solid piece of kit, but like the Strategic Commander, this is a luxury item. ★★★★

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 What was our fave tune while playing the cool *Dancing Stage*?
A I Will Survive, Gloria Gaynor
B Video Killed The Radio Star, Buggles
C Wait and Bleed, Slipknot

2 How many US states is UFC banned in?
A None
B 49
C All 50

3 What do you play as in *Medal Of Honour*?
A A lass called Mannon
B A bloke called Fritz
C A pig called Bacon

4 How many games have Sony said will be out on PS2 by Easter 2001?
A150
B100
C50

5 How many cool WWF collectors cards were free with this issue?
A 10
B 15
C 20

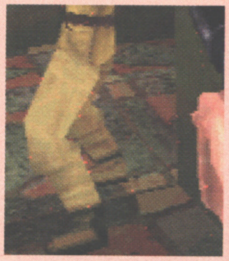
6 What Hollywood Blockbuster has made it on to Game Boy?
A Snatch
B The Mummy
C Scary Movie

7 When is the awesome *Banjo Tooie* due out?
A Dec 2000
B March 2001
C June 2001

8 What sort of brain-crushing sport have The Simpsons taken up?
A Racing
B Wrestling
C Vole Bashing

9 What's the name of the mysterious crime-lord in *Driver 2*?
A Vera Duckworth
B Alvaro Vasquez
C Peter Walker

10 What game has this cool screenshot been taken from?
A *Project IGI*
B *Medal of Honour*
C *Quake 3*



LAST MONTH'S ANSWERS
1 B, Five
2 A, 128-bit, 300mhz
3 C, More then *Mario Tennis*
4 B, Amn
5 B, Second World War
6 B, 2001
7 C, N64
8 A, Two players
9 B, Bowser
10 A, *Donald Duck Quack Attack*

The winner to Issue 227's quiz and one-hundred quid is...
Andrew Oyston, Co Durham

IT'S EASY TO ENTER

Post to us at: Win Some Money 229, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: December 13th, 2000. So hurry up.

1 . . . .
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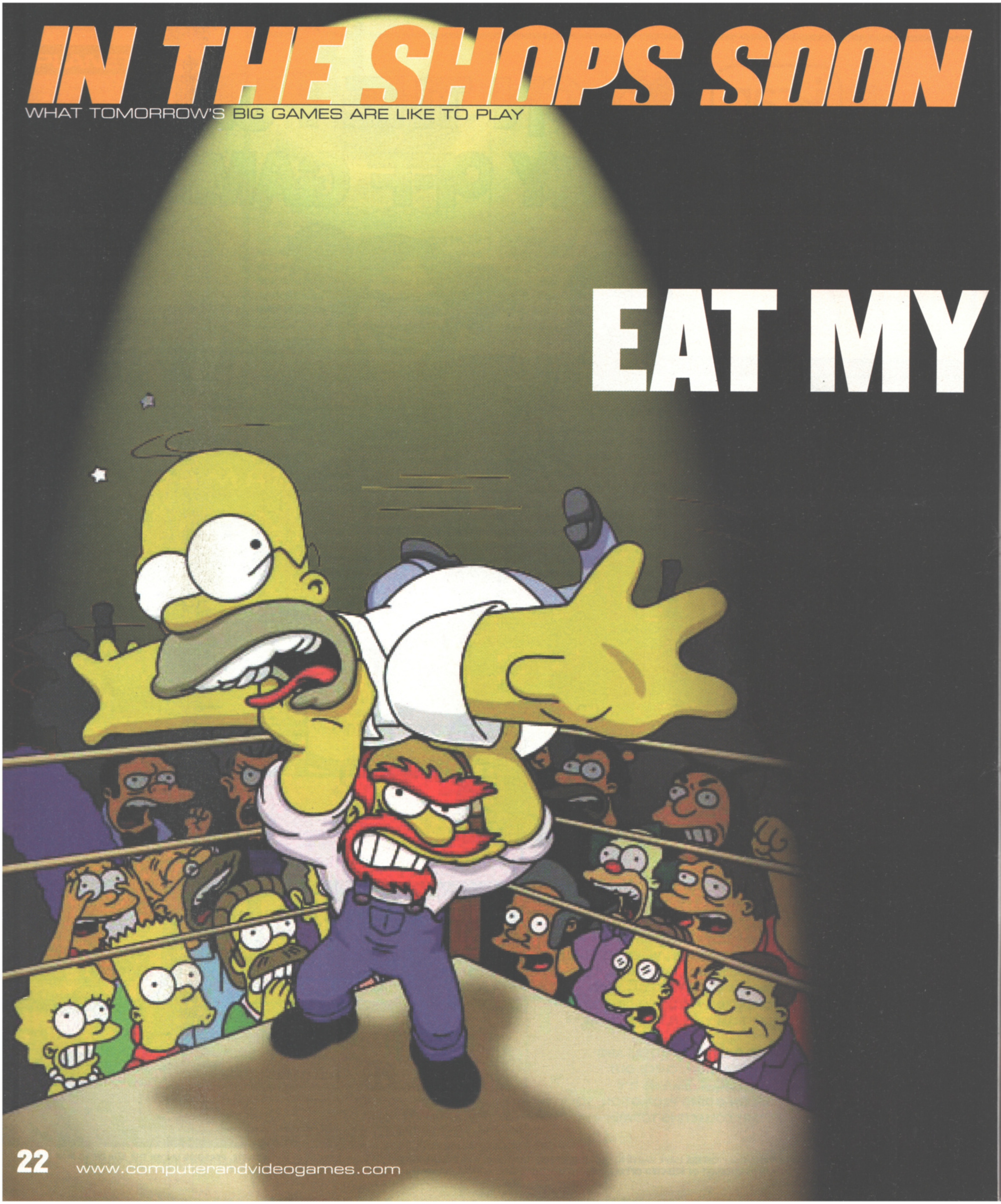
IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



EAT MY

Lisa
The

"Ple
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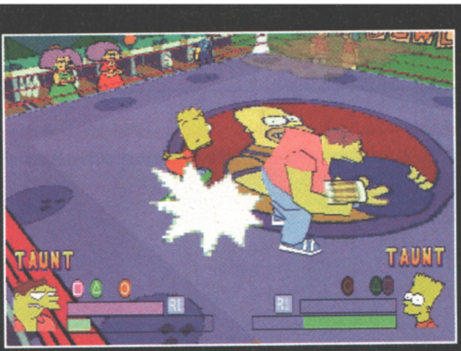
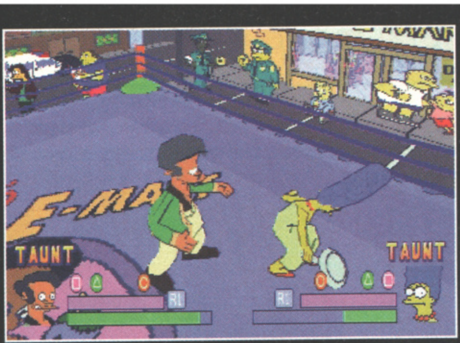
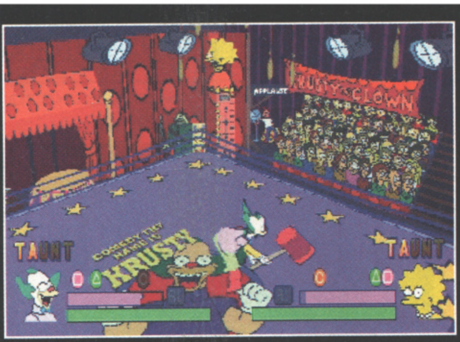


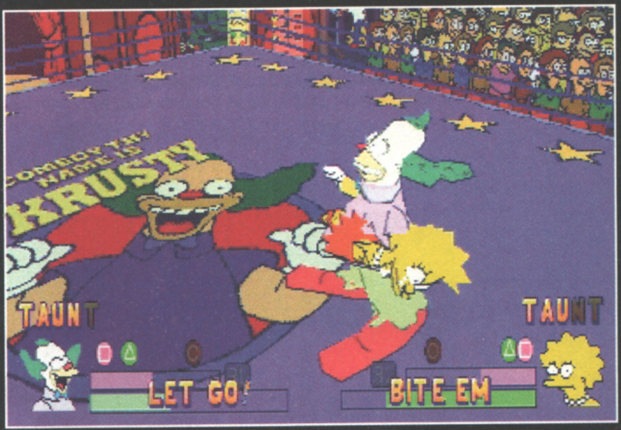




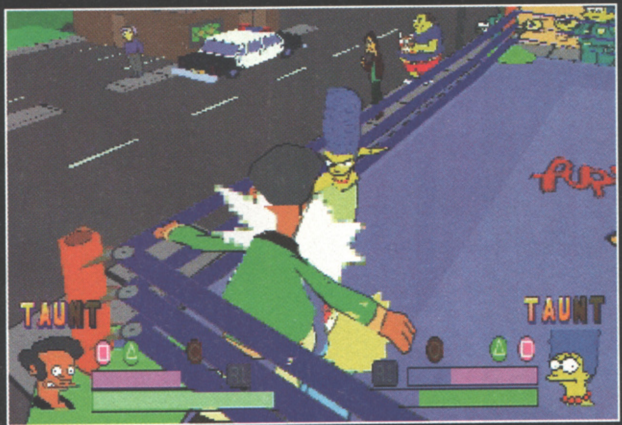
SHORTS

DON'T HAVE A COW MAN,
THE SIMPSONS ARE IN THE RING

WORDS & SCREENSHOTS **LES DENNIS**



Lisa gets her teeth into Krusty on his home turf. Where's sideshow Bob when you need him? The visuals may look scratchy in the stills, but they really capture the feel of the series



"Please excuse me, lady, but you are making all of my teeth fall out."'Apu's face gets all squishy from an enraged Marge's slap attack. Light up the 'Taunt' meter to unleash a special

SIMPSONS WRESTLING

OUT **TBC** FORMAT **PLAYSTATION**

Just as Mario inspired a glut of karting rip-offs, the success of the WWF means that you'd best get ready for a rash of character-led fighting games. Like *Simpsons Wrestling*. But the good thing about a fighter featuring Springfield's finest is it doesn't even have to be such a great game to be entertaining. And it didn't take long before people were sitting up and taking notice at CVG when they heard about the chance of grappling with Groundskeeper Willie while playing as all-round god and role model Homer Simpson. And who can blame them?

'WHY YOU LITTLE...'

Thankfully, Fox have ditched any thoughts of making a serious wrestling game, opting instead for high-speed cartoon antics in keeping with the Simpsons we know and love from the cartoon. You start off with eight characters (Bart, Lisa, Homer, Marge, Barney, Krusty, Apu and Willie), with more to be unlocked. As well as the standard moves you'd expect, each character has their own special, like Krusty's custard-pie flinging.

LET'S GET READY TO DOH!

Each character has three basic attack buttons, several combos and a grapple move which when locked on opens up a whole new range of options, much like *Smackdown!*. But these moves aren't the sort of thing you'd see in a WWF ring. After all, how many times do you see the Rock leap 20ft up in the air to land on someone's face? Or how about the sight of Marge throwing a baby Maggie to bite an opponent's legs? Didn't see that one at No Mercy on Sky, did you? We've seen Barney belching gas, Bart riding around on a skateboard and Marge whipping her hair into people's faces. And quite frankly, it's damn funny.

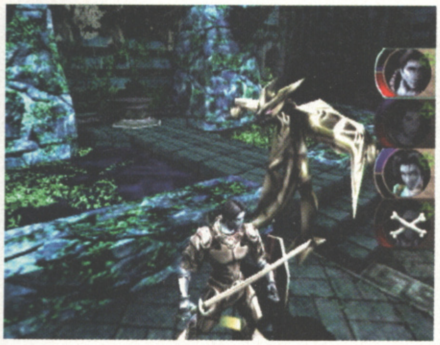
MMMM, DOUGHNUTS

To add to the chaos there are also power-ups to get your hands on, like the chocolate doughnut which makes you faster, or the bowling pin that can be used as a weapon. Fans of the series will also relish being able to fight in some of Springfield's best loved locations like the powerplant, Moe's Tavern, Itchy and Scratchy Land and, of course, the Simpsons' house. And not only does the game look like an episode of the cartoon, it also sounds like one too, with plenty of verbal taunts thrown around with voice samples straight from the series. Anyone who's ever smiled just a little bit at any episode of The Simpsons will just love trying this out, but even at this early stage it's worth striking at least one note of caution: beware the novelty beat 'em up. Once the initial shine of amusing moves wears off, is it still fun to play? We'll tell you when we've stopped cackling.

CVG RECKONS

Could be an Aye Karumba of a game. Let's hope it doesn't end up being a Doh!

END



FANTASY WANNABE

CALL TO ARMS FOR PS2 ROLE-PLAYERS

WORDS & SCREENSHOTS **PETER WALKER**

SUMMONER

OUT **FEB/MARCH** FORMAT **PS2/PC**

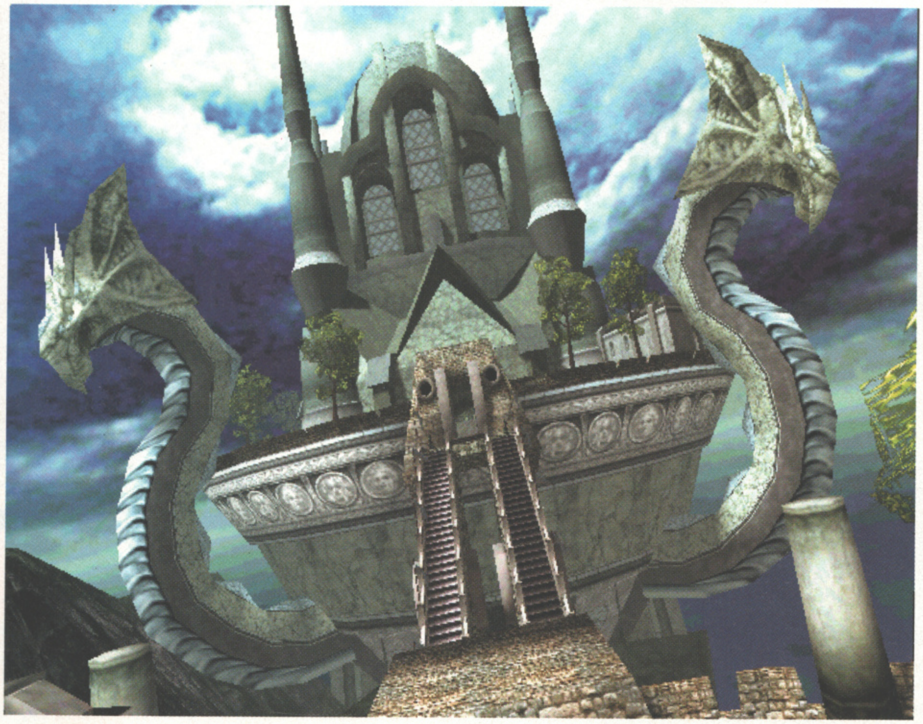
Name the original PlayStation's five biggest games ever. Bet one of the *Final Fantasy* series is somewhere in your list. They should be – Square's traditional role-playing masterpieces offer some of the most emotional and immersive gameplay in any genre ever. Now look at what fantasy RPG delicacies are currently on offer on PlayStation 2. *Evergrace* and *Eternal Ring* aren't even in the same country, let alone the same league. Sure, early next year we've got an unusual *Zelda*-style RPG with building elements – *Dark Cloud* – to look forward to and sci-fi role-player *The Bouncer*. But other than *Ephemeral Fantasia* late next year, there seems to be an empty void for traditional fantasy RPGs looming on PS2 between now and next Christmas, when *Final Fantasy X* is due. *Summoner* hopes to plug this hole in PS2's gaming repertoire and become a classic like *FFVIII*.

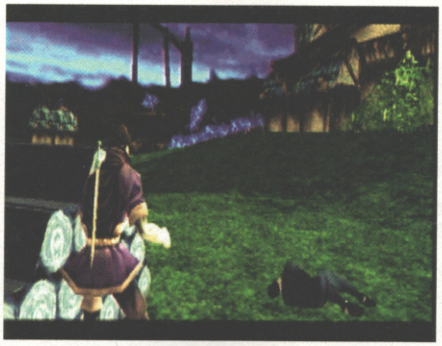
TRADITIONAL FANTASY

The pre-action scene-setter alerting you that something epic is about to unfold and the opening scenario – soldiers burning down a village looking for your main character (the mysterious Joseph), make it clear from the get-go that you're deep in traditional role-playing territory. A quick fiddle with the menu system confirms this too – load items in your inventory onto a paper-doll to make Joseph wear them, a status screen lists resistances and another covers an (ever-increasing) list of skills. There's also a map option and a quest journal for keeping track of what you're supposed to be doing. So far, so traditional.

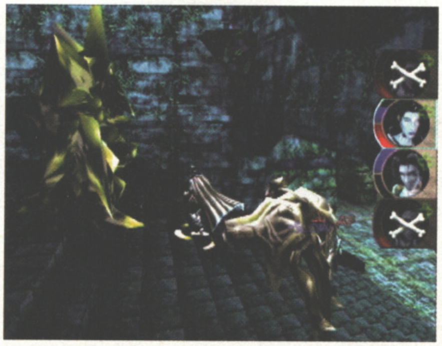
MOVE ME

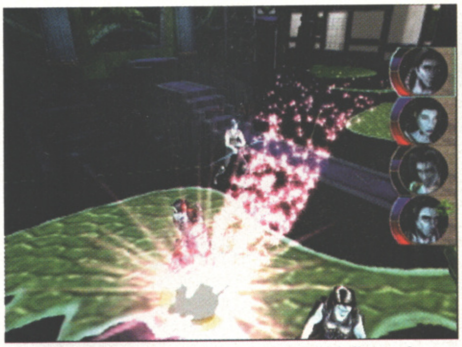
Developers Volition have kept the control interface intuitive and you'll be up and running (literally) within minutes. The opening scene acts as a kind of training level too, letting you master the multiple choice-style conversation system, explore the rolling landscape, and slaughter some cannon-fodder enemies. Which is where you'll notice some of the game's more obvious innovations. Remember *Vagrant Story*'s initially bewildering chain attack system? *Summoner*'s version is far simpler to pick up. Besides upgradeable competencies like sword skills, you also get chain abilities – like causing confusion in your opponent or adding an extra blow. These are assigned to the D-pad buttons, which you must hit to pull off when the chain symbol appears over your character during combat. Miss the moment and you miss the chain action. As you gain experience you'll get more core skills to upgrade when you level up and extra chain skills, but you can only ever assign four chains to your pad, so you'll need to decide which best suit your style of combat. It's an interesting idea but, given the large number of 'random encounter' scraps you face when you're wandering the world map from town to town, we suspect players will be tempted to switch on the auto-chain option once the novelty has worn off.



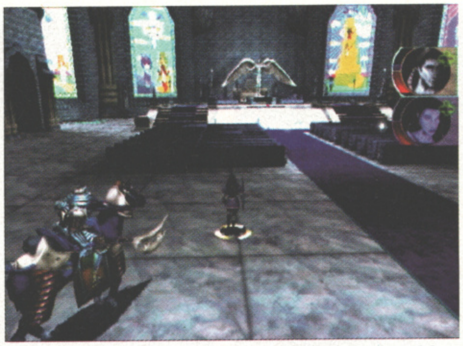


There's some bloke crashed out on the grass there. Layabout

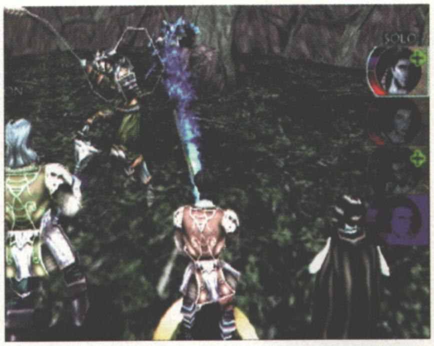




As you'd expect, there are plenty of moments of blinding magic



Details, details. What you wear appears on your character model



Get a full party together and you'll have to think more tactically

LET'S PARTY

Scrapping is in real-time but you need to pause and access your menus to use potions, select new spells, switch enemies and generally do any of your more tactical tasks. This is increasingly essential when during your quest (which is to find four magical rings) you pick up three new party members with different abilities. You can assign AI scripts to each to tailor how they behave during scraps and let them get on with it, but against multiple enemies you'll have to take a more hands-on approach to managing your party's tactics if you don't want to burn up precious resurrect scrolls. *Summoner* also has an interesting twist on the traditional RPG health-mana reservoirs. Instead of mana you have an ability bar (blue, of course) that dictates how well you can perform during scraps – a successful blow can remove both health and ability points from you or enemies.

EMOTION QUESTION

You'll see from the screenshots how graphically luscious *Summoner* looks (and the PC version should be much the same but with multiplayer options). However, the PS2 code we played wasn't anywhere near PAL release quality, so there was some scary pop-up and plenty of enemy AI issues still to be resolved. The core gameplay is essentially much the usual RPG-style explore and fight combination, and the controls are so easy to pick up you'll feel you're a combat veteran inside half an hour, but it does get more involved and involving as your party expands later on. That said, we've not played far enough into the game to tell you how emotionally attached you get to your characters and whether you'll want to protect them during scraps for anything other than tactical reasons. *Summoner* certainly promises some gameplay innovations while remaining a traditional fantasy RPG, but we're not sure how next-gen it's going to end up looking next to the likes of *Phantasy Star* on DC. First impressions are that it's not going to be one for more hardcore role-players, even if there are up to 45 hours of play – but is that such a bad thing?

CVG RECKONS

It's easy to pick up and play and it's got the length, but has it got the depth?

END

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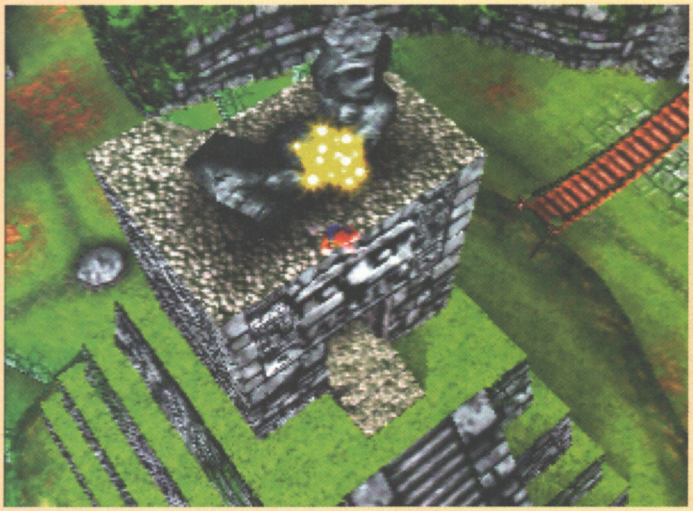
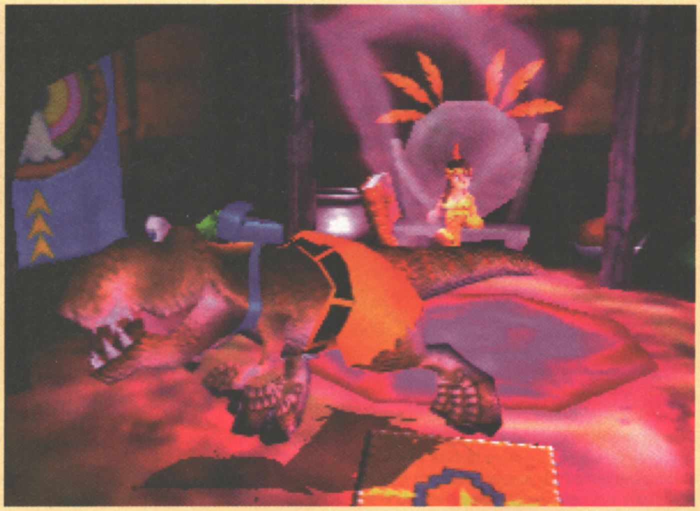


Banjo's first stop is the giant Inca world of Mayahem Temple. Not one for sufferers of vertigo



Inside a strange wigwam is the mystical Indian enchantress, Humba Wumba. She's a bit of alright

THE BEAR NECESSITIES

THE N64'S DAFTEST DUO ARE BACK IN THE BIGGEST AND BEST RARE PLATFORMER YET

WORDS & SCREENSHOTS **TIM STREET**

BANJO TOOIE

OUT ***MARCH*** *FORMAT* ***N64***

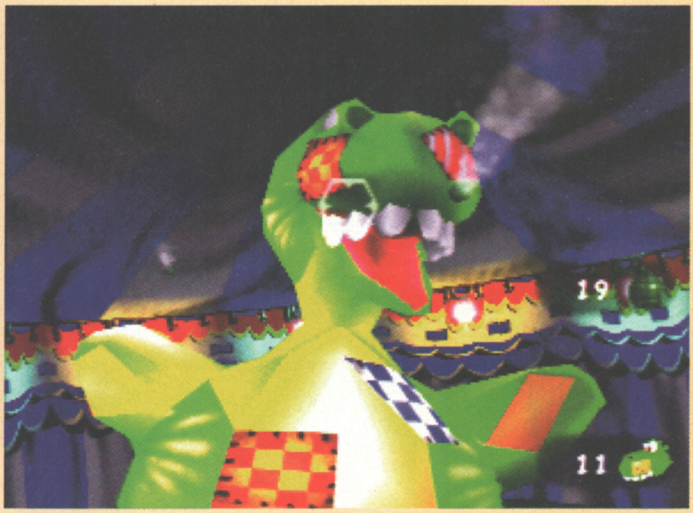
History has seen some amazing double acts – Bonny and Clyde, Morecambe and Wise, Reeves and Mortimer, um, Robson and Jerome. Well, some of them are great anyway, but nothing is going to prepare you for the crazy antics of bear and bird team Banjo and Kazooie in the sequel that promises to be one of the greatest platformers yet to grace a home console. The N64 might well be in its twilight years, but the latest thoroughbred to bolt from the Rare stable is looking mighty fine indeed.

PLATFORM PERFECTION

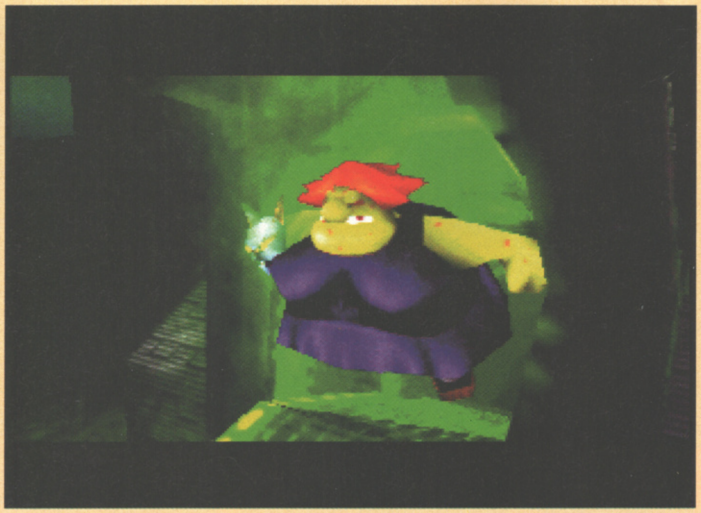
Remember the size of *Donkey Kong 64*? Well think of that, double it and you come close to what you can expect from *Banjo Tooie*. To put it simply, this game is HUGE and you're going to have your work cut out to finish it in time for the launch of GAMECUBE. Eight gigantic worlds, 150 characters to meet, loads of amazing new moves and a mountain of puzzles to solve – the list goes on. It's been two years since you blasted Gruntilda into pieces, but the old bag is back thanks to her crafty witch sisters, Mingella and Blobbelda. They've brought her back from the dead, but the years underground have turned her into a bag of bones. The witches' dastardly plan is to use a giant laser called B.O.B. to sap the energy from all living things to put the flesh back on Grunty's bones and return her to normal. Cue our buddies Banjo and Kazooie to the rescue.

BREAK AWAY

One of the biggest differences to the original game is that Banjo and Kazooie can now split up and go it alone to unlock the game's secrets. By stepping on the Split Up pads that are dotted around the worlds, you can control either character and use cool moves like Kazooie's Glide and Banjo's Pack Whack.



Witchyworld is home to Patch the circus boss. Blast eggs at his inflatable body to take him down



No, it's not Vanessa Feltz but Gruntilda's sister Blobbelda. She's just used a spell to resurrect Grunty

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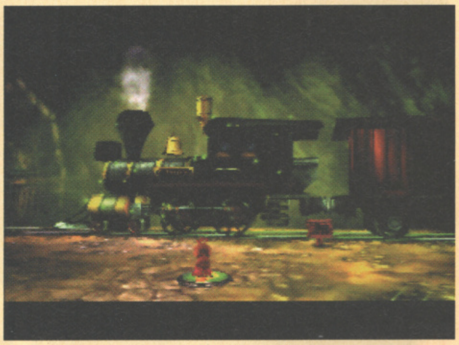


Fans of the first game will also remember mad old Mumbo Jumbo, the crazy shaman. Well now you can control the black magic meister too and use his dark powers to cast some more than useful spells. Alakazam! One of the keys to getting around the vast worlds is hidden down in Glitter Gulch Mine and it's down in this vast underground world that you'll meet Chuffy the Steam Train. This poor old choo-choo has got himself derailed and for once it's not because of a few leaves on the line. It's your task to get him back on track. Put him back on the rails and you'll be able to transport certain characters and travel between stations when the timetable allows.

I'M A SNOWBALL

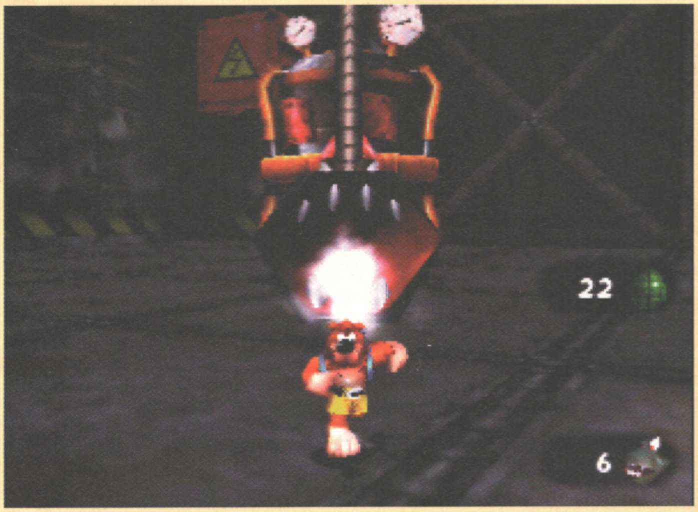
Banjo-Kazooie originally saw you turning into different characters thanks to Mumbo Jumbo. Well now there's a new magician in town who has taken over MJ's day job. Jump into Humba Wumba's wigwam pool and you'll come out as some weird characters to help you find those extra jigsaw pieces. A security van, washing machine, detonator, submarine and a snowball are just some of the wacky creations you'll end up as. Needless to say, no Rare platformer would be complete without some meaty bosses to defeat at the end of each level, and there are more than a few around the place here. One of the best is in Witchyworld, Gruntilda's fairground attraction, where giant inflatable Patch awaits. Just blast away at his patched up body and watch him blow hot air when an egg hits the target. Down in the depths of the sea Lord Woo Fak Fak wants to chomp you into pieces. Aim for the boils on his back and watch the sea turn red when they explode in a shower of blood. Get the Clearasil.

IT'S NO YOKE

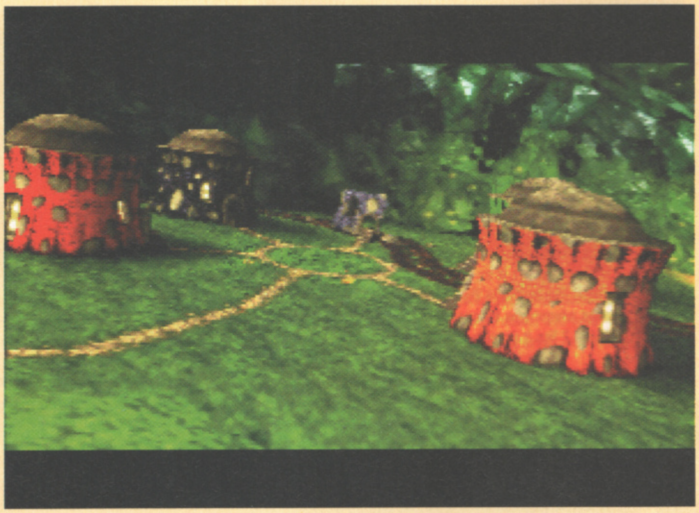
GoldenEye 007 was fantastic and *Perfect Dark* was, well, nigh on perfect, so Rare have decided to use their FPS know-how and have included a top corridor blaster which uses the exact controls from both games. This time instead of an RCP90 or Cyclone, Banjo runs round with Kazooie tucked under his arm. As you sneak and strafe round the dimly lit rooms, all you've gotta do is let rip when the enemy appears and watch them bite the dust with egg on their face. Nice touch.

CVG RECKONS

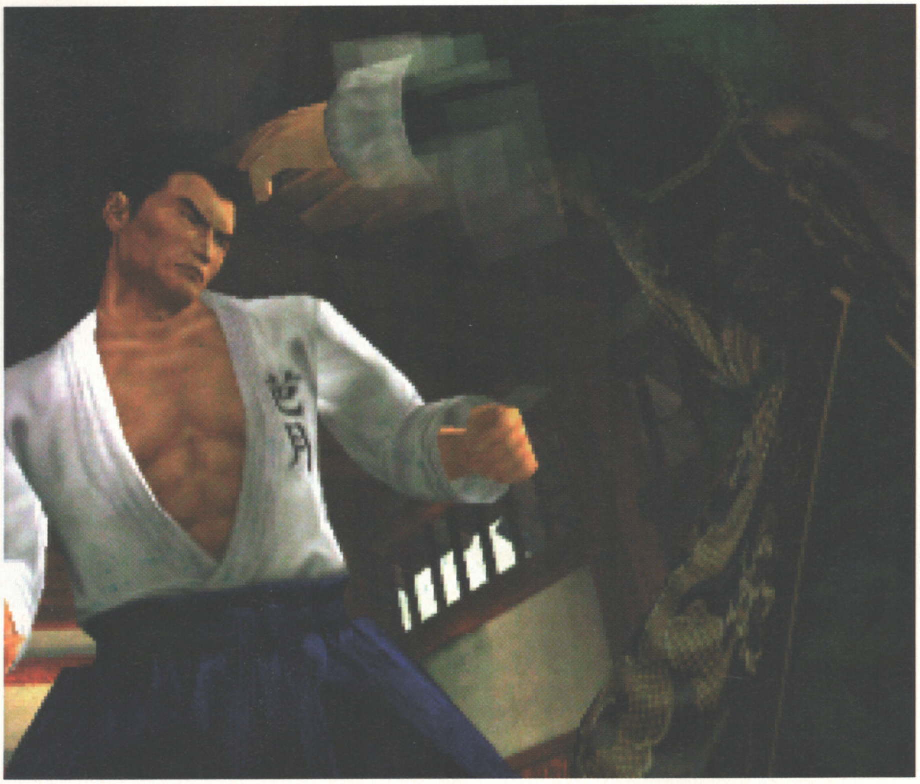
Awe-inspiring worlds and a hilarious adventure. Banjo Tooie *is looking like the N64's best platformer to date.* END



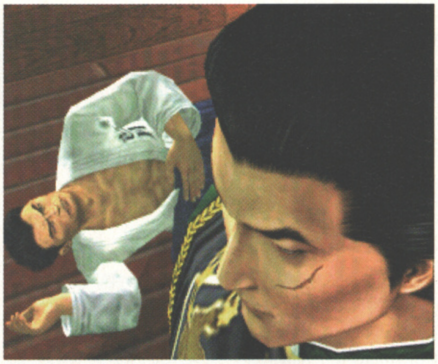
Banjo's got some great new eggs to splatter the hideous end of level bosses with. And you'll need them



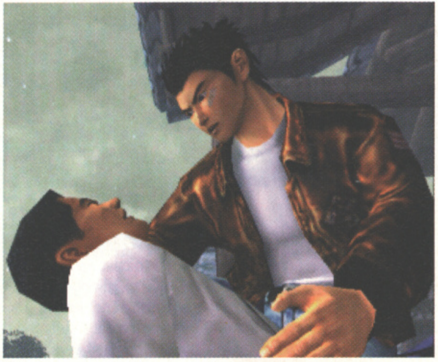
Welcome to Jinjo Village. There are now nine families to find so you have to search every last cranny



An epic martial arts battle takes place in the opening scenes of *Shenmue*. The hero's father fights to protect the whereabouts of a valuable mirror, said to open a gateway to untold power. This scene is just like watching an ultra-cool Hong Kong kung-fu movie



Ryo's father resists telling the gangsters what they want to know, but his silence costs him his life in the end



This happens a lot throughout *Shenmue* – anyone Ryo gets close to is destined for trouble. Luckily for him, this guy survives

NEVER HAVE YOU WANTED

AN EXPERIENCE WORTH SELLING YOUR PLAYSTATION 2 FOR? OH YES WORDS & SCREENSHOTS**PAUL DAVIES**

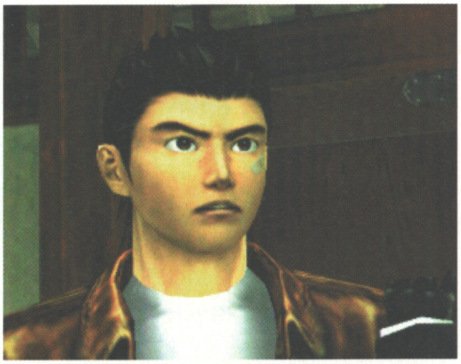
SHENMUE

*OUT***DEC** *FORMAT***DREAMCAST**

You are about to become part of history. You will be able to say, "I was there when *Shenmue* came out for Dreamcast. And it was absolutely amazing." What you don't want to find yourself saying in a few years from now is, "I wish I'd had the sense to realise it at the time." This game is so imaginative, so intriguing and so inspirational that when it makes splashdown the waves are going to be felt far and wide and every gamer is going to want to get a taste of it. The best way to describe *Shenmue* is that it's like the ultimate game you try to invent with your mates. You know, wouldn't it be great to have this character who gets to fight like in *Virtua Fighter*, but races motorbikes like in *Moto GP*, and adventures through a wicked RPG too. Wouldn't that be the best...? Yes it would, and that is *Shenmue*.

DARK HERO

So here's the story. The time is the 1980s, the place is Japan, and the main character is Ryo Hazuki. Ryo is the most convincing videogame hero there has ever been. This guy is so tough that he makes Solid Snake look like a feeble old man. But you can't tell what's so hardcore about Ryo just by looking at these screenshots. Sure, he can fight, jogs about in a macho style, rides motorbikes and acts cool. But the real reason Ryo is so great is that at the heart of this tortured soul is a blaze of grief and fury.



This is Ryo Hazuki. The fluid facial expressions are incredible

RYO'S REVENGE

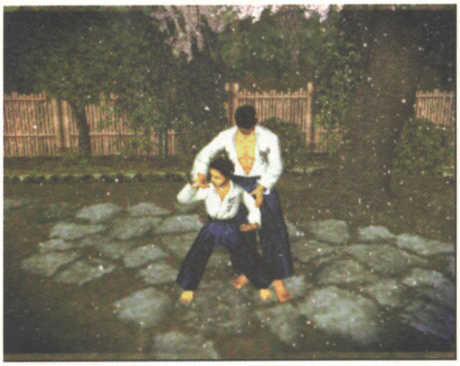
At the beginning of the game you see a Chinese triad gang beating up Ryo's father, Iwao to drag important information out of him. Ryo rushes to stop them, but can't prevent a fatal blow from landing. Kicked to the floor by the gang leader, Cang Long, Ryo can only watch as the thugs leave his father dying. But what did they want? Why did his father have to die? Ryo must get his revenge, and in doing so will unravel a giant mystery. The adventure starts here, and Ryo's pain is so tangible that you are with him all the way. Never, in any videogame, have you wanted to be the hero this badly.

WHAT IS REAL?

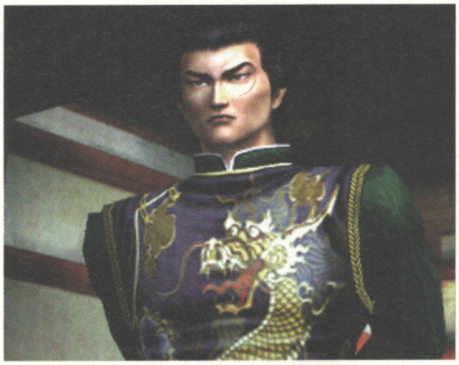
The *Shenmue* experience is so lifelike that after a while you start remembering events from the game like they happened for real. This is the first gameworld we've encountered that comes this close to capturing the ambience of reality. These aren't just impressively detailed locations – they feel like actual places with genuine character. So when a fight breaks out in a bar, it really catches you by surprise. And when you first encounter the bestial villain Chai, the hairs on the back of your neck stand on end; you feel yourself wanting to drop the controller and run for real.

ALMOST RELAXING

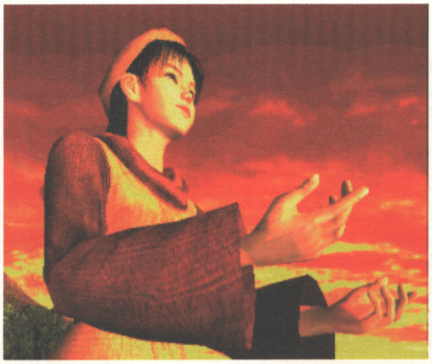
Action in *Shenmue* comprises mostly RPG-style exploration and fighting. As Ryo walks around you get the opportunity to question people in the street or duck into one of the many



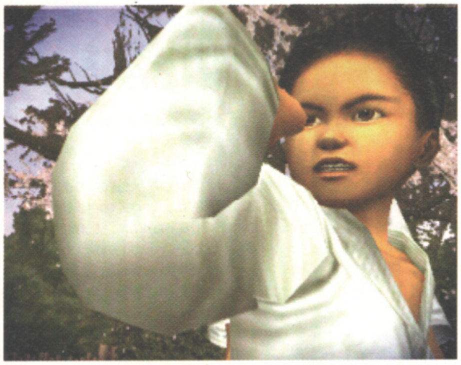
Father and son practice martial arts beneath the cherry blossom tree. Little does the young Ryo know how useful this will be



Cang Long is a nails gangster boss who could probably watch a man torn to pieces and still not show emotion. Nice guy



This girl, Ling Sha Hua, is your destiny. And by the look of her, it's not a bad destiny to have by any stretch of the imagination



When young Ryo executes this move his face shows the exertion, and the view changes to enhance the visual impact

shops and bars looking for information. As he walks, you can move his head with the analogue stick to look around while still directing him with the digital pad. It's during these moments of exploration that you get to appreciate the game's incredibly well-observed detail – from the lines on a person's face, to buying batteries from a convenience store. It's got the feel of an adventure occurring not to some roughly drawn character but to a real person. When you use the phone, you have to consult your diary then physically dial the number. It's almost relaxing, but there's always menace around the corner.

FAST REACTIONS

Fights in *Shenmue* are handled in two ways: beat 'em up style, or using a system called Quick Timer Event (QTE). In the first case, you must learn to fight like would in *Virtua Fighter* or *Tekken*. For the QTE, it's down to your reflexes – buttons or directions flash up, and you have to react quickly enough for Ryo to perform his amazing martial arts. The QTE system is also used for some other events which always keeps you on guard.

MASSIVE SAGA

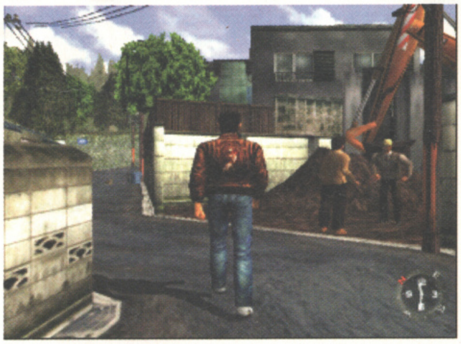
As *Shenmue* is merely Chapter One of a five-part series that they've got planned, we can only imagine the kind of impact it will have on your lives as gamers. If you thought *Final Fantasy* was the ultimate in role playing, you're going to be forced to think again. We've already played the Japanese version of Chapter One to the end and are flabbergasted. We'll fill you in on all the amazing details next issue.

CVG RECKONS

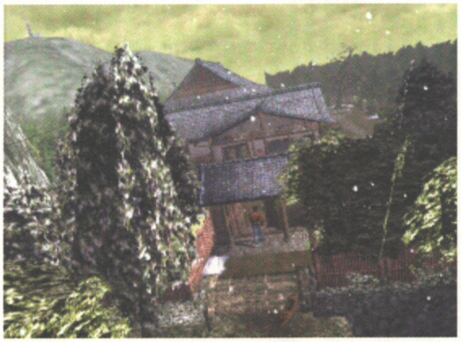
Its intrigue, hard action and depth make Shenmue *a true groundbreaker.*

END

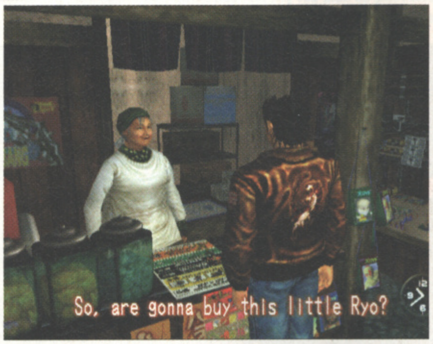
TO BE A HERO THIS BADLY



Events take place in mundane settings to begin with, and the people who you meet are unspectacular. Even so, it all looks amazing



This entire scene is real time, though you're not controlling Ryo – the game takes over at certain moments to build drama and tension



Totally normal people may have vital clues, and what may seem like a perfectly safe place can suddenly erupt into violence

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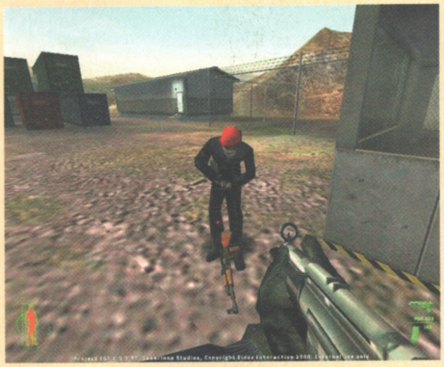
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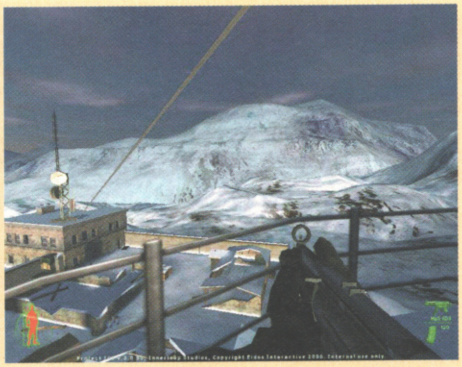
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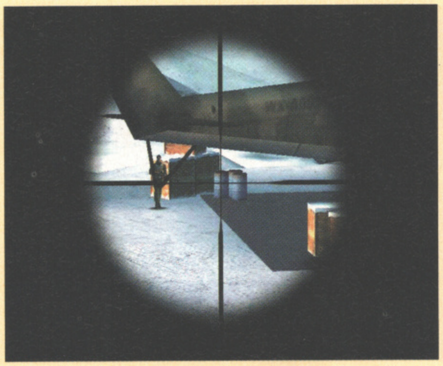


GETTING J-IGI WITH IT

PUNISHING BUT REWARDING COUNTER-TERRORISM STEALTH 'EM UP

WORDS **PETER WALKER** SCREENSHOTS **EIDOS**

PROJECT IGI

OUT ***EARLY DECEMBER*** *FORMAT* ***PC***

It's level one and your mission is simple: pick your way through an enemy base to steal a truck. Only you've already died seven times. First time a lucky guard in a sentry tower spotted you the moment you poked your head above the start point. Second time you had a nasty surprise as you snuck in a skylight because you alerted guards by running across a noisy gravel roof. Third time the same guards picked you off from outside after they heard you shooting out security cameras. Fourth time you ran into a firefight with just one round in your clip. Fifth time you actually made it 100 yards from your start point but woke three barracks-full of guards while trying to blast a tower guard. Sixth time you forgot to check the aerial map and alerted the entire base after tripping a camera. Seventh time you went for the legshot instead of the headshot. There's no mid-mission save and it's taken you an hour to get 150 yards from the start point. It's punishing as hell, but you just can't help yourself going back for more. Which is a good omen for *Project IGI*.

SHAPE UP, SOLDIER

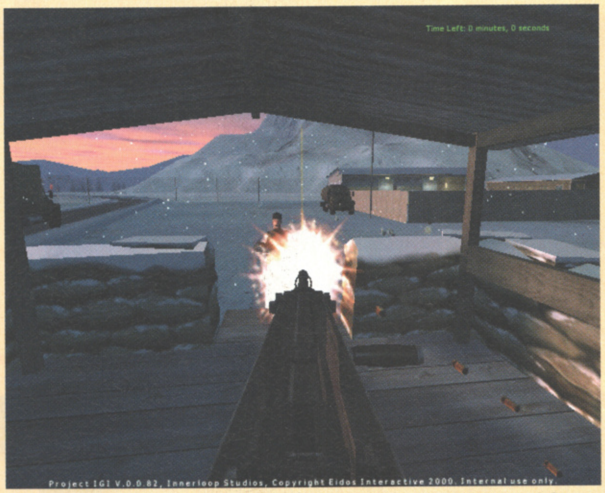
You'll already have figured out that *IGI* developers Innerloop have worked hard to create highly detailed and interactive environments that force you to use the grey stuff between your ears to complete missions. So they're pretty unapologetic about just how tough the first mission is – it's a sink or swim situation. If you can't master this level, you might as well pack your kit bag and ship out right now, soldier. But it's also a pretty good measure of whether you're likely to enjoy the rest of the game – we found the stealth challenging, but more gung-ho players might want to substitute the word 'frustrating'. Try caning it around levels with limted ammo and guns blazing and you'll almost certainly be shredded in seconds. Even FPS gaming gods have to run and skulk, like one level later on where you crash-land in a chopper and start with just a combat knife. It's not much use if you're spotted by a patrolling tank – trust us, we tried. OK, so the terrorist-swatting, save-Europe-from-nuclear-meltdown plot isn't original, but the cut scenes help build the stealth atmosphere. Mission One sees you hiding on a train before diving off over a fence and into an enemy base without being noticed. Rambo would have blown open the front gate.

TOP OF THE TERRA-FORM

Don't expect the same level of freedom to complete missions as in Eidos' last FPS blockbuster, *Deus Ex*. You do get some choice mid-mission, but it's more limited and the main plot seems to be entirely linear. That's not really a problem if you know what to expect. The biggest disappointment could be a failure to fully exploit the potential of the impressive Terraform engine. It can create massive flight sim-sized landscapes, so it would be possible to yomp all the way to the mountains on the horizon, but in the code we tested the gameplay doesn't really make the most of this, either restricting you to roaming the core mission area or offering miles of emptiness devoid of guards that's pointless to explore. While this may make for more structured missions, we can't help but feel it's a bit of a waste.

IGI HAS PLAYABLE REALISM

Eidos claim *IGI's* gameplay is realistic without getting too anal, keeping the fun in FPS. While this so-called 'playable realism' works in many respects, stealth fans may find it also sometimes undermines the atmosphere and believability, making for a less immersive experience. On the one hand, you get the realism of wooden buildings offering no cover from heavy machineguns, weapons modelled on the real thing complete with built-in inaccuracy, and enemy AI using actual military tactics to track you – ex-SAS advisors were even consulted for added realism. But on the other hand, you also get bodies melting away and guards failing to react to a massive and noisy firefight nearby because they're separated by a barbed wire fence. Making a game realistic but playable and fun is a tricky balance, yet treating some elements realistically (like the sound of gravel) and others not so (like bodies) seems a little confusing initially. And learning what is what may ultimately frustrate those who demand absolute realism in their gaming and make *IGI* more one for a mainstream audience.


Time Left: 0 minutes, 0 seconds
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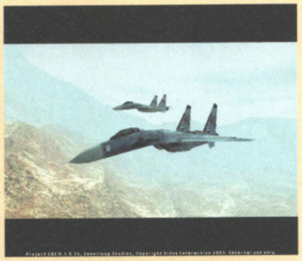
You can spend ages creeping around enemy bases desperate not to make a sound. So when it comes to breaking your silence, do it in style with a heavy machinegun or LAW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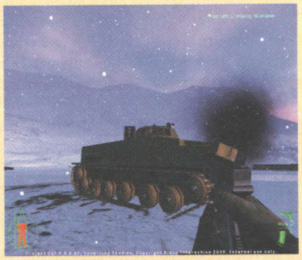
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CVG RECKONS

Looks promising, but the slightly arbitrary realism may disappoint hardcore stealth and tactics fans.

END

BLESS YOU.

Blow your nose, clear your throat and get ready for action. You'll need to be on top form in Spyro's latest adventure. Skateboarding, sharp-shooting and yeti boxing are just a few of the skills you must master in order to defeat the evil sorceress. Luckily, Spyro has help from five friends in his quest. Pull together, it's time to go and fight fire with fire.

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TOMB AFRAIDER

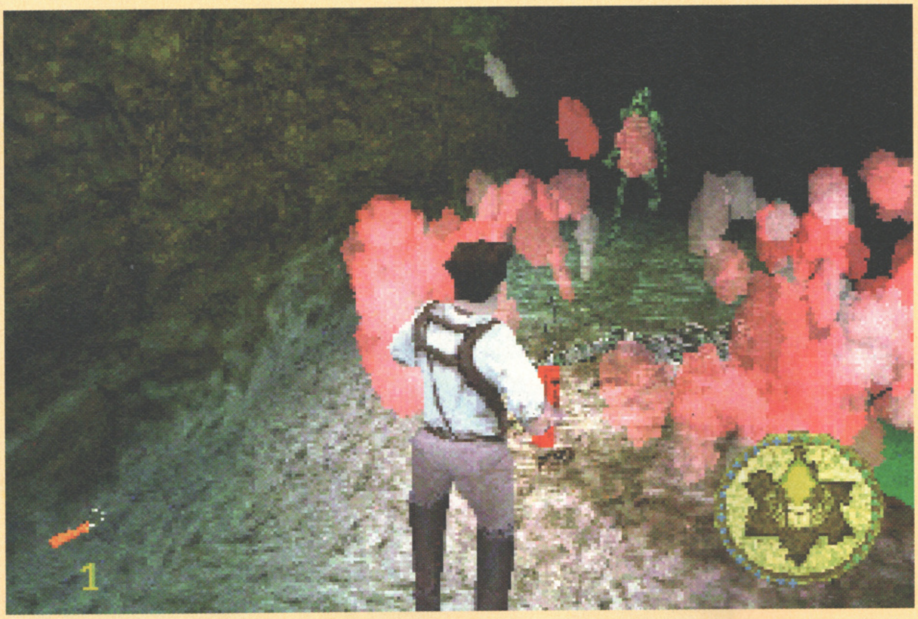
EERIE EGYPTIAN EXPLORATION – AND NOT A PONYTAIL OR A D-CUP IN SIGHT

WORDS & SCREENSHOTS **JOHNNY MINKLEY**

THE MUMMY

OUT **JAN/FEB** FORMAT **PLAYSTATION**

The movie tie-in is one of the oldest tricks in the book – cash in on a blockbuster film while it's still capturing the imagination of a global audience. Timing is everything. Enter *The Mummy*, perceptively released to coincide with...erm...well, nothing at all really. In terms of riding on the wave of the film's hype, this game's later than Leia and Chewie were to rescue Han from Boba Fett in Empire Strikes Back. But never mind, maybe the game will be good enough for none of this to matter anyway.

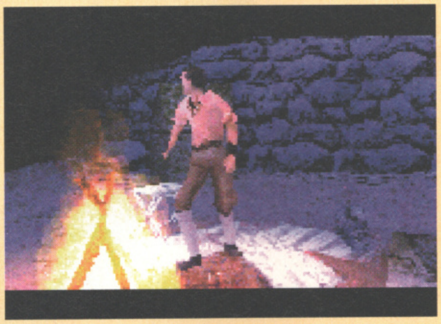


WHO'S THE MUMMY?

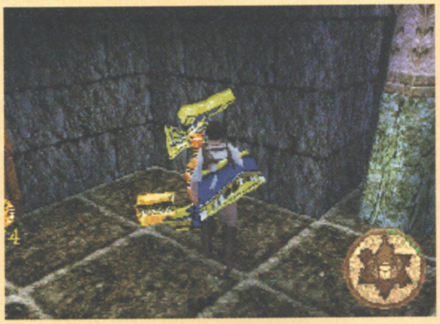
The good news is that while still needing considerable tweaking in some areas, the game is challenging, atmospheric and most importantly, fun. You take control of Rick O'Connell in a *Tomb Raider*-style 3D action adventure (*Egyptian tombs?* TR *style gameplay? Never – ed*). And if he can't match Lara for cup-size, at least our hero's got the gunplay skills to give her a run for her money. The game revolves around traversing various underground caverns and tombs, collecting treasure and leathering undead butt with the emphasis on action rather than puzzle-solving. The atmos from the visuals and soundtrack is tense and there are more than a few heart-stopping moments to keep you on the edge of your seat.

BEETLE MANIA

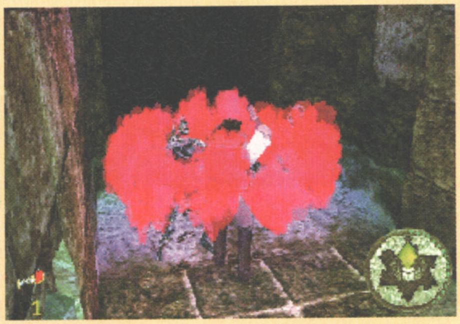
You're never restricted to just one weapon at a time here, as Rick can hold a different item like a machete, dynamite stick or a gun in each hand. Ammo is limited making for tactical planning when confronting large groups of baddies. Of which there are many. Out to give you grief are axe-wielding skeletons, shambling zombies and little scabby beetles that crawl all over the place. Our biggest gripe with the early-ish code we played is with the camera. When under attack from hordes of murderous fiends, it's too easy to lose your bearings and take a caning while the camera wobbles around at some useless angle like a plate of jelly on Rikishi's belly. Jumping is a real pain too, as you need to be frustratingly precise, and the hammy voice acting doesn't seem to have benefited from the movie license. Oh, the movie was hammy too, was it?



The odd cutscene keeps the plot chugging along nicely



Like the movie, there's plenty of action and a lot of zombies die



Rick lets off an enormous pink air freshener on the skeletal horde

CVG RECKONS

Once the code's, ahem, wrapped up, The Mummy promises to be a solid, playable romp – if they iron out a few irritating flaws. END

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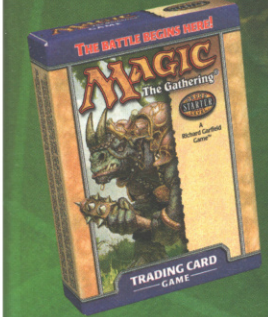

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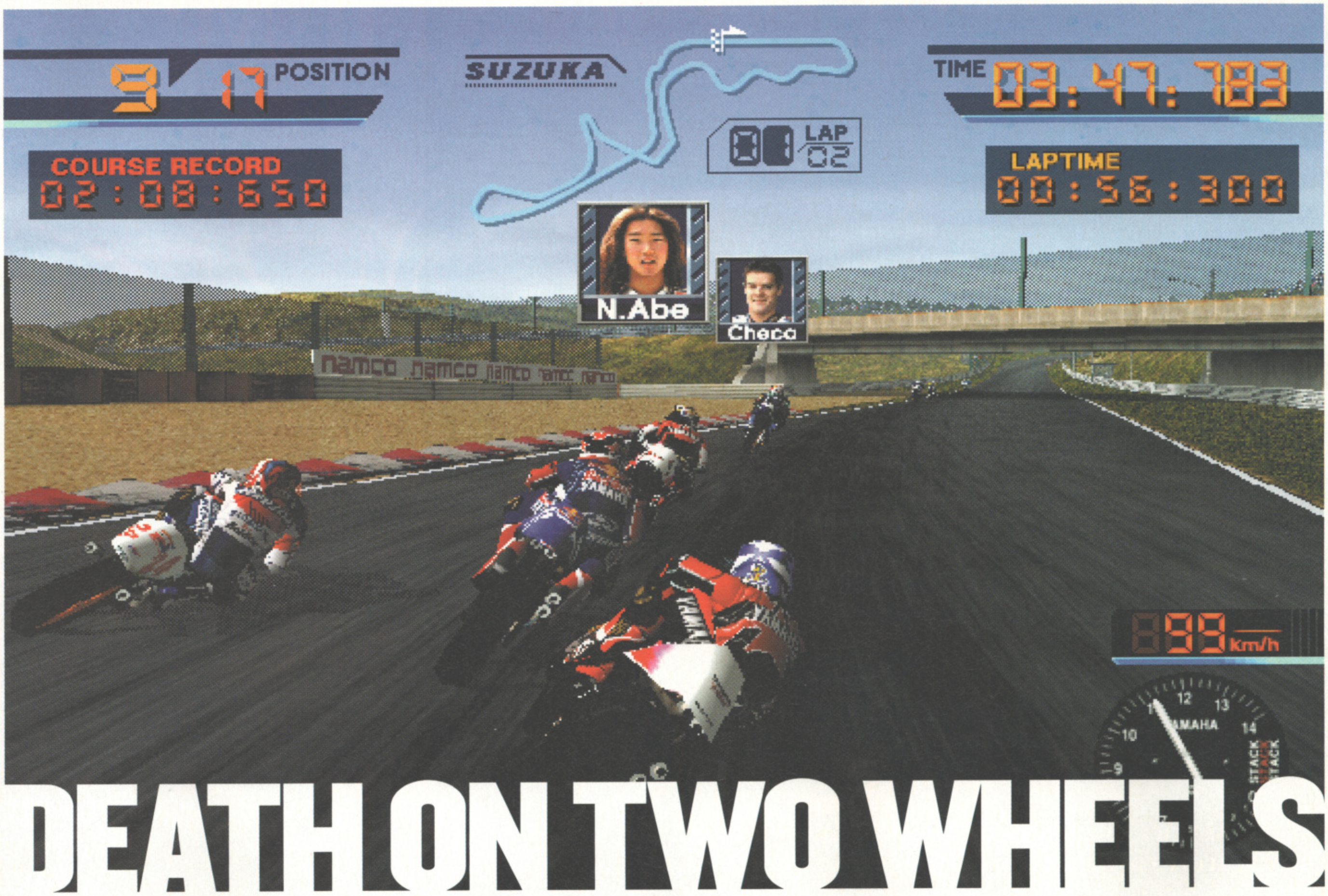

9 17 POSITION
SUZUKA
TIME 03:47:783
LAP 02
COURSE RECORD 02:08:650
LAPTIME 00:56:300
N.Abe
Checa
namco
99 km/h
YAMAHA

DEATH ON TWO WHEELS

KNEE-SCRAPING, DEATH-DEFYING PS2 MOTORBIKING

WORDS & SCREENSHOTS **LES ELLIS**

MOTO GP

OUT ***DECEMBER*** *FORMAT* ***PS2***

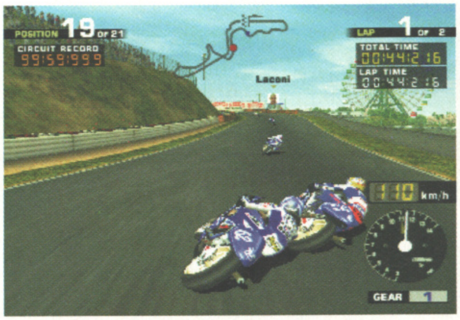
Formula One has become a bit boring lately. Nobody overtakes anymore and, more importantly, there isn't much in the way of crashing. So for horsepowered thrills, you should try out a bit of motorbike racing where any hint of bad weather leads to bikers sliding off all over the place. And if you want some kind of indication of the mental speeds they drag their knees along the floor at, just take a look at *Moto GP* from Namco.

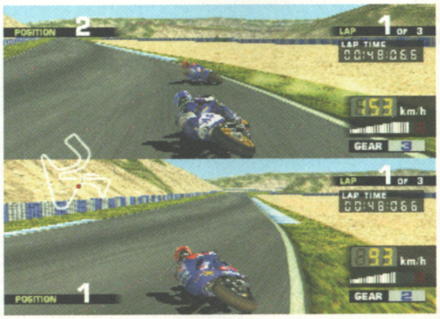
SPEED AND SPECTACULAR CRASHES

Your first impression of *Moto GP* will be the how fast it moves. Then you'll wonder why the other riders are so slow as you zip by them. And you'll find out why when you go straight into the crash barriers on the hairpin which you didn't stand a hope in hell of making at your speed. Bugger. It looks impressive in the replay mode though, and at least you can take a few of them with you if you hit them hard enough. Coming from the company that gave us *Ridge Racer*, 'speed' and 'spectacular' are words you'd expect us to be using, and Namco don't disappoint.

TWO UP

As well as the stunning single player visuals Namco have kept up the same speed and frame rate in two-player split-screen. Though it seems having other bikes on the track at the same time in multiplayer was asking a bit much. For Billy Nomates, there are the usual Arcade, Time Trial and Season modes with plenty of tracks and bikes to choose from, and there's no end of fiddling you can do in the bike set-up section. PS2's launch line-up's hardly lacking in the racing game department, so releasing another one just after shows a lot of confidence in your game – or a lack of imagination. And as good as this is looking, it runs the risk of getting lost at the back of the starting grid as the big names roar off into the distance. *Moto GP* promises to be a good, realistic racer with plenty of thrills and spills on offer, but we suspect it may only appeal to a niche audience. Let's wait and see.


POSITION 19 OF 21
CIRCUIT RECORD 99:59:999
LAP 1 OF 2
TOTAL TIME 00:44:216
LAP TIME 00:44:216
Laconi
110 km/h
GEAR 1

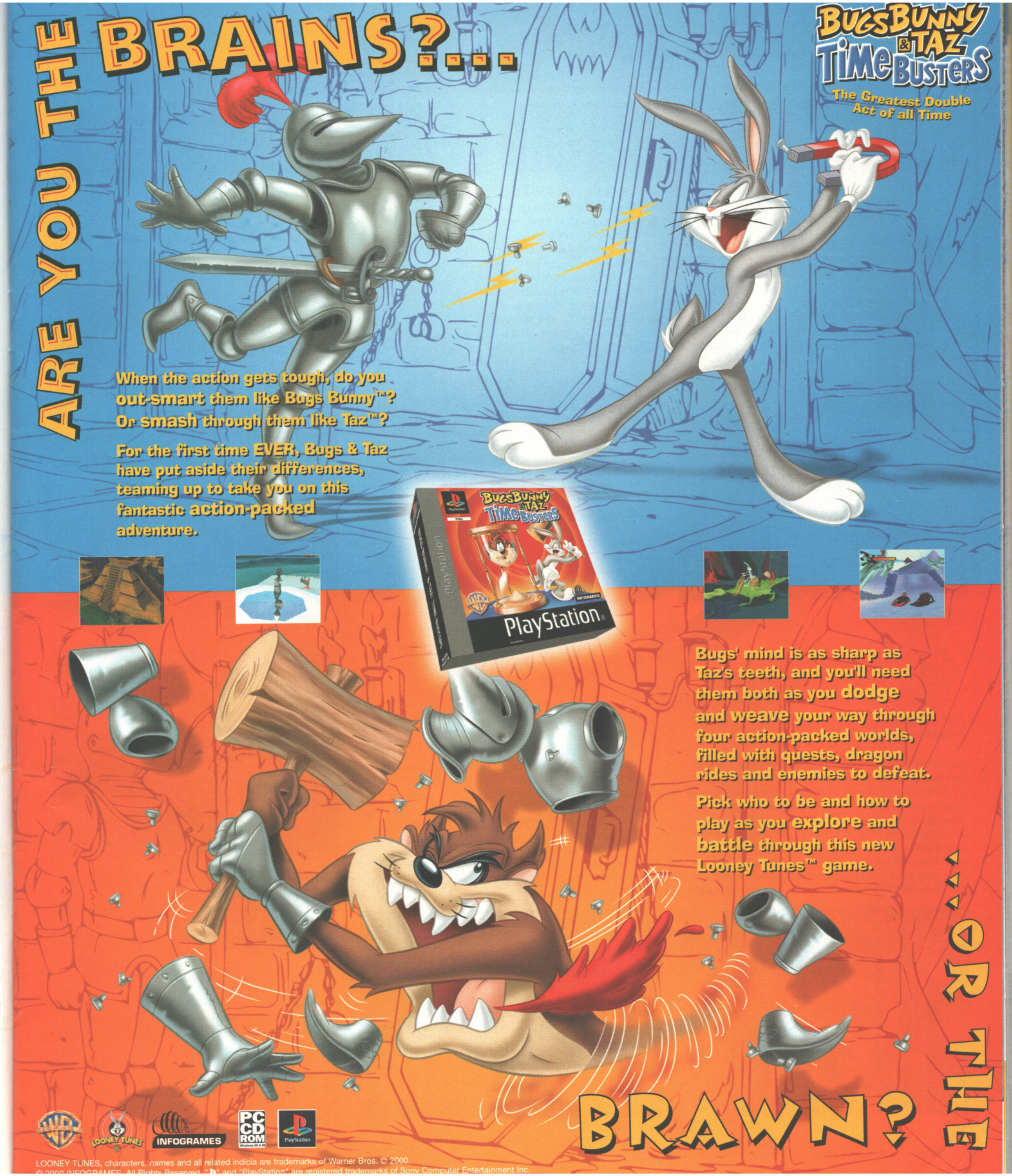

POSITION 2
LAP 1 OF 3
LAP TIME 00:48:066
153 km/h
GEAR 3
LAP 1 OF 3
LAP TIME 00:48:066
93 km/h
GEAR 2
POSITION 1

CVG RECKONS

As shiny as any other PS2 racer so far, but many prefer four wheels to two.

END

ARE YOU THE
LOON
© 200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FARMED AND DANGEROUS

COULD THIS RURAL SIM BE THE CREAM OF THE CROP?

WORDS & SCREENSHOTS **JOHNNY MINKLEY**

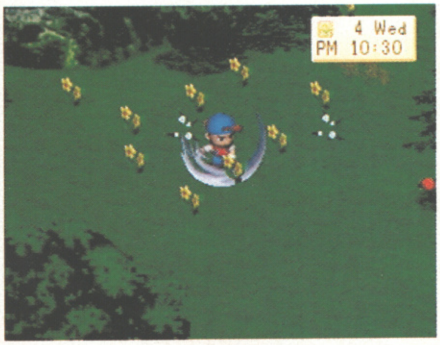
HARVEST MOON: BACK TO NATURE

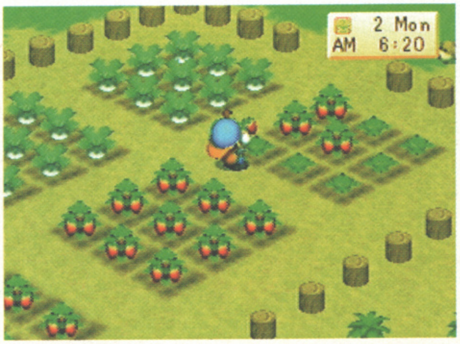
OUT ***DECEMBER*** *FORMAT* ***PS***

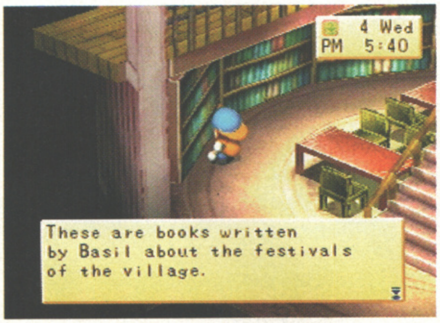
Ah, the daily life of a farmer. Shovelling animal plop at dawn, chasing cow-worriers at dusk, or choosing your son's bride from your farm's three pox-infested milk maids – it's a never-ending cycle of joy. Now lucky PS owners can get a taste of the country life too in this quirky, cutesy farm-simulator. Well what sort of game did you expect from a title called *Harvest Moon*?

USE THE GROUND FORCE, LUKE

You take charge of your late Grandfather's farm and have three years to return it to its former glory through a combination of agricultural nous, hard graft and social flair. Yes, social flair. Not normally something associated with farmers. Though it shares similarities with *Pokémon* and *Zelda* – like interacting with people in town – it has a distinctive feel of its own, with a genre-splicing combination of action, simulation and RPG elements. The gameworld operates in real-time which helps give the play depth, and events occur if you are around or not. Your style of play is up to you. Want to be an irrepressible socialite, a reclusive farmer, or a lazy, animal-bashing Farmer Palmer? Just be prepared for the consequences. It's non-linear and we found our green-fingers still strangely glued to the joypad long after any farmer's bedtime. There's nothing quite like this on the PS, so it's a bit of a gamble as to whether players will go for the cute, niche, Nintendo appeal, but we reckon this could find a cult following.







These are books written by Basil about the festivals of the village.

CVG RECKONS

This looks to have farming fun in, er, spades. But don't count your chickens yet.

END

BAH HUMBUG!

MISERABLE GITS OF THE WORLD REJOICE

WORDS & SCREENSHOTS **JOHNNY MINKLEY**

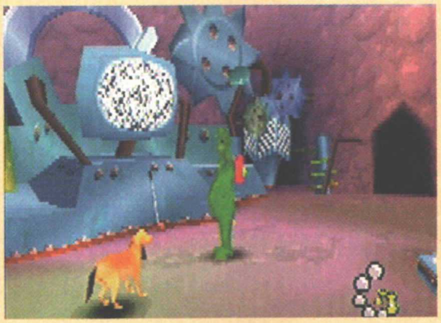
THE GRINCH

OUT ***NOVEMBER*** *FORMAT* ***PS***

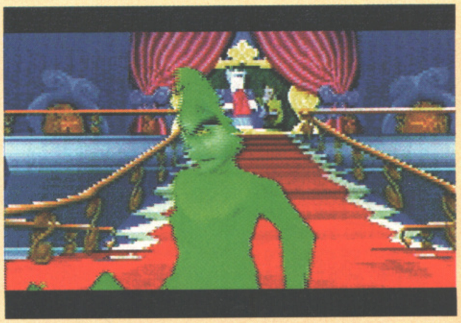
Imagine you've just unwrapped your new PlayStation 2 this Christmas, and in all the excitement you've had to rush to the bog before you wet yourself. When you come back, you discover some bugger has knicked it, and done the same thing in all your mates' homes too. This is what the Grinch does. He is a tight arse of the highest calibre who spends most of his time dressing up as Santa to go round stealing pressies off kids. You're going to get a lot more familiar with this guy in the future as it's not just a game but also Hollywood's latest wannabe Yuletide blockbuster featuring rubber-faced gurning specialist Jim Carey.

GRINCH AND BEAR IT

The new Carey movie is based on an old Boris Karloff-narrated film that's a kind of A Christmas Carol for yanks. The game is a pretty standard 3D platform adventure with puzzle-solving elements, that's probably going to have to rely on the success of the film to make it stand out from the crowd. Similar in style to *Spyro*, cutesy-platformer fans will feel right at home. You take control of the marauding Grinch and his faithful hound, Max, as they traverse the snowy plains of Who-ville, attempting to wreck the holiday season for all and sundry. You have the ability to control your mutt, making for some tricky but fun puzzling, as Max can reach the parts other Grinches can't. There's loads of tasks to complete on each level, all of which focus on providing maximum misery for your victims. Do well enough and you can earn a respectable arsenal of anti-festive weaponry and gadgets, including the Grinch-Copter and Octopus Climbing Device – guaranteed to create more seasonal sorrow than a Cliff Richard single.



△CHANGE COSTUME



CVG RECKONS

Generic fun that kids'll lap up if the film's a hit. Could be a Christmas turkey for the rest of us, though.

END

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Don't forget to check out the great LEGO Christmas competition, starting in October. Vote for your three LEGO favourites and win some fantastic presents for you and your classmates!

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EMPEROR'S NEW HOOVES

ANOTHER DISNEY PLATFORMER. THIS ONE HAS A LLAMA IN IT WORDS & SCREENSHOTS **LEE SKITTRELL**

THE EMPEROR'S NEW GROOVE

OUT **DECEMBER** FORMAT **PS**

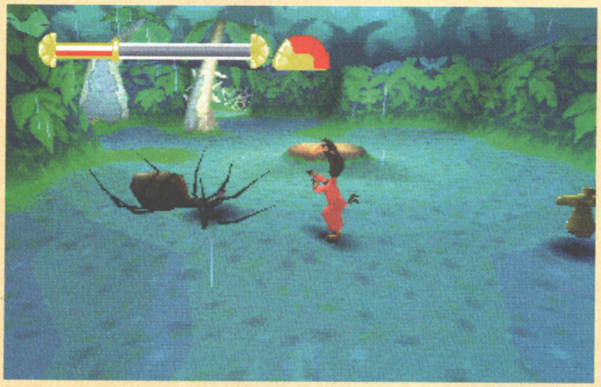
There's a trailer for The Emperor's New Groove movie on this disc and it looks a hoot. But from what we've seen, there's more humour in the three-minute trailer than in the game's entire 3D platform world. It's far from finished, but the signs aren't good.

AZTEC ADVENTURE

You play the selfish Emperor transformed into a Llama (honestly) in a quest to regain his boyish good looks and reclaim his Kingdom. *New Groove* is packed with neat touches and dozens of collectibles and just as you start to get tired of a particular section, the game throws up a brand new challenge to keep you occupied. The collectibles range from the standard coins, to weird Aztec teddy bears, and all of them are useful to your quest. The levels themselves are compact arenas each offering a new task or puzzle. There are dozens of secrets and new areas to find for extra bonuses and there are mini-games galore.

POST-MODERN PLATFORMING

New Groove could end up a decent platformer. But the graphics are bland and the strange circular fogging effect is odd. Our main gripe at this stage, though, is that it tries too hard to be funny only to end up being annoying instead. The characters seem to know they're in a videogame and make comments to each other about all the gaming cliches present in the game. An interesting approach, but it doesn't work in a Disney platformer.



Baddies are fairly easy to trounce but watch for the spider – he plays dead then pounces

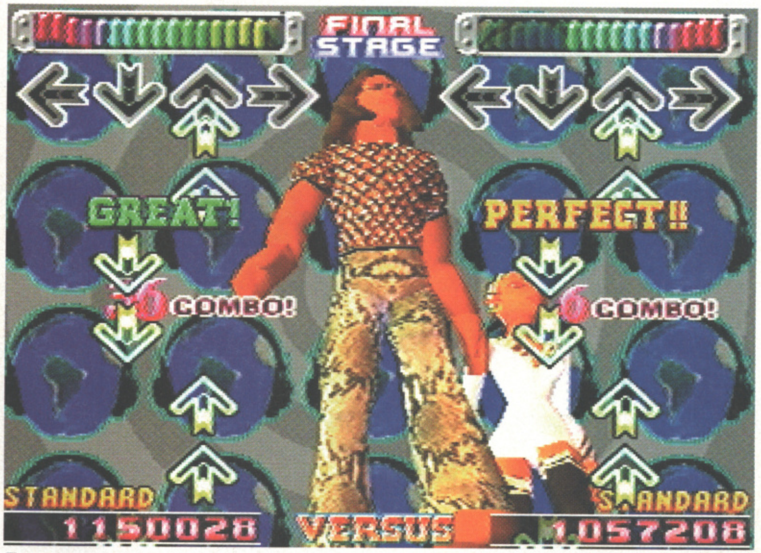
CVG RECKONS

The weird moments and that in-game 'humour' could spoil an otherwise passable adventure. We hope it's tweaked before release.

END

DANCING QUEENS REJOICE!

DISCO ON DOWN WITHOUT HITTING THE TOWN
WORDS & SCREENSHOTS **LEE SKITTRELL**



The versus mode is incredible with two mats. Just watch out for flailing arms and flying sweat

DANCING STAGE EURO MIX

OUT **DECEMBER** FORMAT **PS**

Konami have decreed that you can dance, you may jive and that you're pretty sure to have the time of your life. This Christmas, UK gamers will finally get to experience the addictive aerobic action of the massively popular dance-game phenomenon. Follow the arrows and strut your funky stuff on your dance mat in time to an incredible selection of pop songs new and old. Just watch the downstairs neighbours...

ROMPER STOMPER

You can play *Dancing Stage* with a joypad, but for that authentic arcade experience you'll need to fork out for a dance mat or two. If you're a party-gamer, it looks like it'll be a fine investment. *Dancing Stage* offers the kind of social videogaming you only ever dreamed of. Choose a song – Gloria Gaynor's I Will Survive was the CVG favourite – start stomping, and a crowd's guaranteed to develop with wannabe disco-divas itching to have a go. Get a second mat and you'll agree the two-player dance-offs are incredible.

FORGET MR MOTIVATOR

Dancing Stage is full of play modes and challenges for everyone, regardless of your dancefloor prowess. It also offers an incredible Workout mode, where you enter the amount of calories you want to burn and the game makes you dance hard until you've boogied off all those choccy bars and packets of crisps. It's not going to win over inhibited *Quake*-heads, but the rest of us are sure to sweatily rejoice as we try to beat our top score on Video Killed The Radio Star. Life can be good, y'know.

CVG RECKONS

Could be the best gift you get this Christmas. Bound to be a party hit.

END

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IT'S A KNOCKOUT

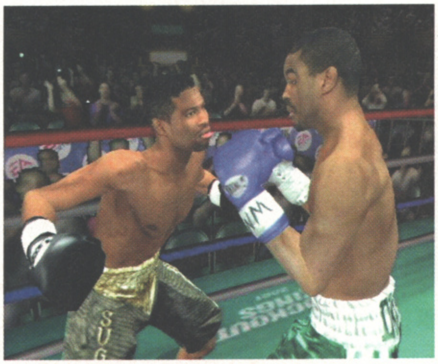
ALL THAT'S MISSING IS KEITH CHEGWIN

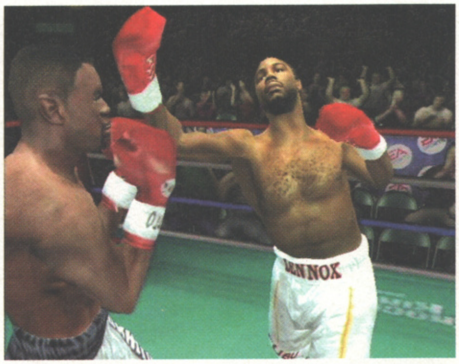
WORDS & SCREENSHOTS **LES ELLIS**

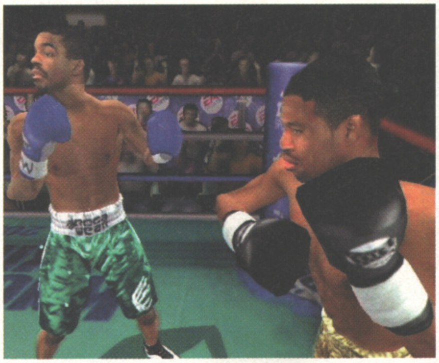
KNOCKOUT KINGS 2001

OUT **TBC** FORMAT **PS2**

With *Ready 2 Rumble: Round 2* taking the top spot on comedy combat gaming, EA are taking a more serious look at the fight game with *Knockout Kings*, featuring real fighters taking part in bloodthirsty dream matches that you can set up by yourself without the need for mad quiff-meister Don King.







FIGHTING FURY

You'd be surprised just how many different ways there are of planting your fists in some poor sap's face, and judging by the moves list for *KK 2001*, it's going to take you longer to learn them than it'll take Britain to get another Olympic super-heavyweight boxing gold. With that many moves and a huge character roster that even includes women, EA are certainly not pulling any punches to make this the kind of all-round boxing sim that fans are looking for. There's still a way to go though, and this is reflected in the graphics at the moment. PS2 is all about smoothness and realism, two things that need to be worked on if this preview version was anything to go by. But hey, don't get too depressed, the potential is definitely here, and we all know how good EA Sports stuff usually is. If they manage to slicken up the visuals and beef up the Career mode, *Knockout Kings* could be doing a Tyson on the opposition by the time it's released. Either that or it will do a Golotta and run like hell at the first sign of a serious fight.

CVG RECKONS

Still lots to do to get the graphics to match the gameplay. Looking like a contender, though.

END

OFF-ROAD, ONLINE

CAN THIS NEW NET RACER HANDLE THE COMPETITION?

WORDS & SCREENSHOTS **LES ELLIS**

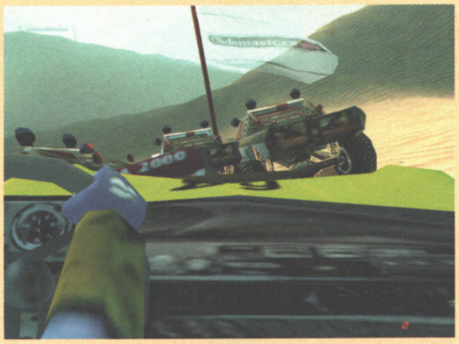
INSANE

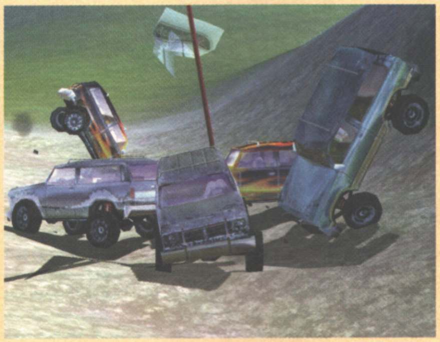
OUT **NOVEMBER** FORMAT **PC**

The racing game genre is hardly suffering from a lack of attention, so if you're going to make an impact today you need something that'll really stand out. Making your racer off-road simply won't do it, but including as many multiplayer modes as the likes of *Unreal Tournament* (including capture the flag), and providing online servers to support a whole Net racing community might just make people sit up and take notice.

WORLD DOMINATION

Codemasters deserve their reputation for making great racers. We pretty much expect them to put lots of time and effort into the physics and realism, and that much is obvious in the code we've been playing. With seven different modes to try out over a bunch of different courses, there's obviously plenty of variety on offer. What's more, the whole experience feels less restricted than most racers – the courses are open and you can drive pretty much wherever you like. But the most exciting new feature here is Codemasters' plan for Net domination. *Insane* isn't the first racer to go down that route, but it's the most promising so far. Not just because it's from a developer with a good, er, track record, but because they plan to have their own Battle.net-style games servers called Codemasters Multiplayer Network. Okay, so the name ain't that catchy, but it should mean you'll be able to find players easily and at any time of the day or night, and maybe even pick up a few hints and tips from other racing freaks while you're at it. We've yet to play *Insane* online, and whether it will ever take off like other online games communities remains to be seen, but thumbs up to them for trying to do something a bit different with a, um, tyred genre. But while we'd love *Insane* to be the spark that re-ignites the racing genre, it really will need to go some way to make an impact online.



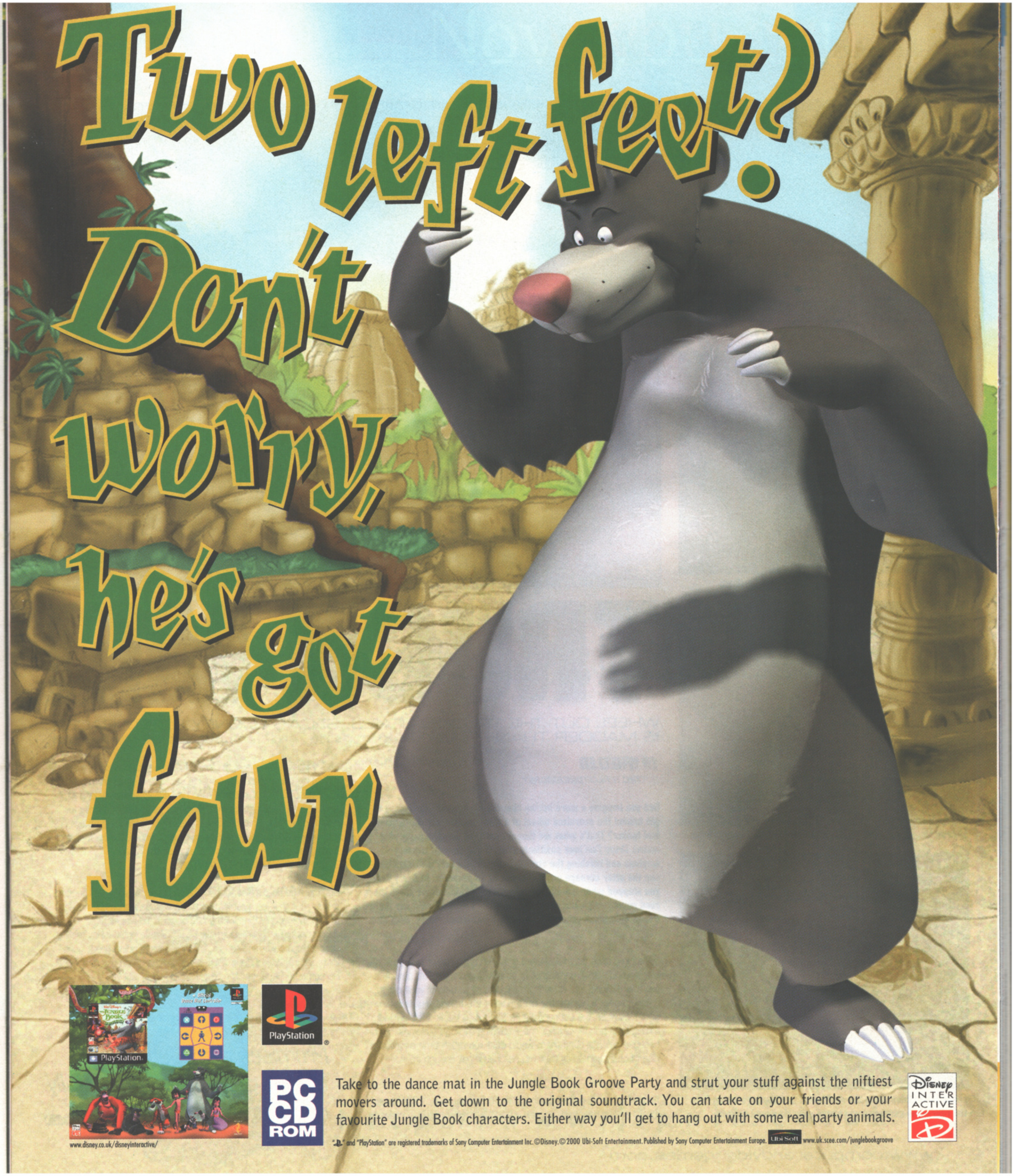


Hardcore off-road racing is nothing new but the prospect of ramming other players into the dirt online is something special

CVG RECKONS

Lacks the glamour of F1 and needs work to stand out from other high-spec offline racers, but the prospect of the Codies going online really revs our engines.

END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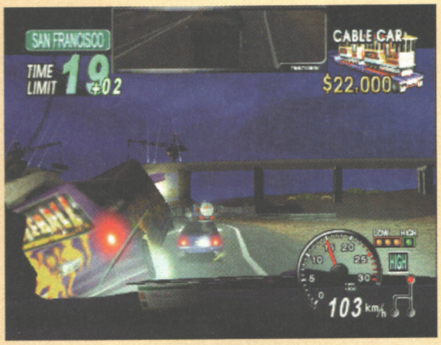
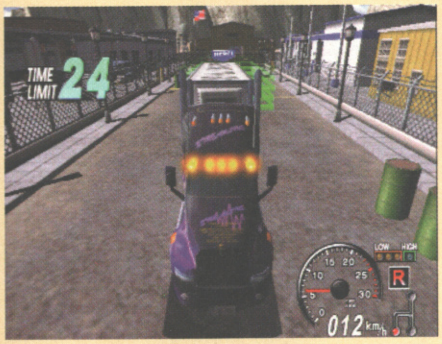
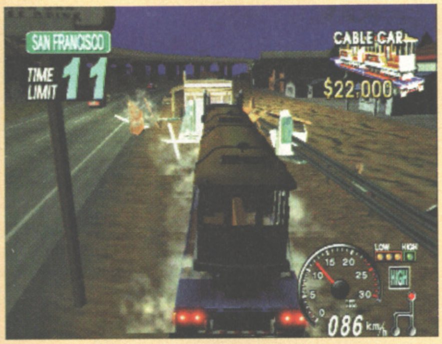


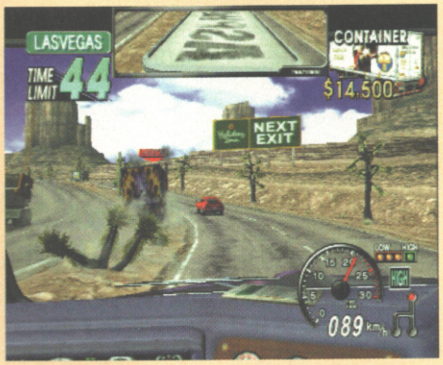
Day or night, the truckers cleave their trails of destruction



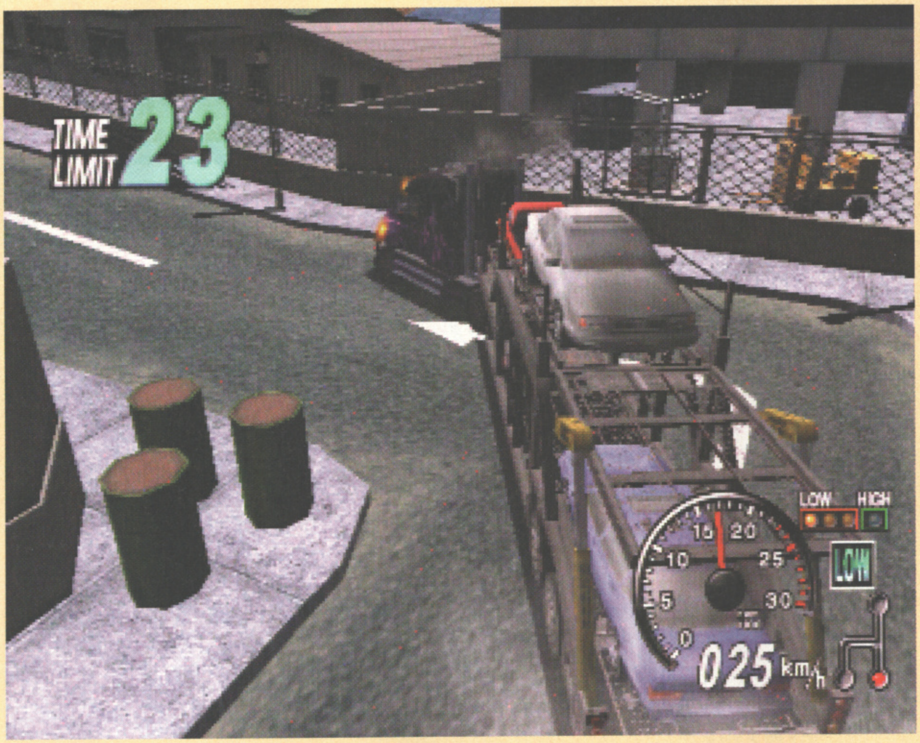
Parking your rig doesn't involve smashing stuff up. Damn



Wanton demolition looks good whatever angle you view it from



Loose stuff slides along the dashboard and keyrings swing from the rear-view mirror as you heave your rig round corners



TRUCK ME!

WHEEL OUT THE TRUCKIN' JOKES, SEGA'S LOONEY LORRY RACER IS MADDER THAN *CRAZY TAXI*

WORDS & SCREENSHOTS **LES ELLIS**

18 WHEELER

OUT **TBC** FORMAT **DREAMCAST**

Can you imagine a more boring concept for a racing game than to get behind the oversized wheel of a cumbersome, smoke-belching fuel tanker? That's what we thought until we saw the game that makes *Crazy Taxi* look positively sane. If you thought causing mayhem and trashing the streets in a taxi was fun, wait until you see the utter carnage you can cause in *18 Wheeler*. In *Crazy Taxi* you stopped when you hit something, but nothing slows down these road monsters – cars, vans, houses – nothing. You could say there's a (cue Cilla Black accent) lorry, lorry destruction. Sorry 'bout that.

CRUSH 'EM UP

Sega have once again activated that secret fun chip inside the DC to come up with a game that is so silly you can't resist playing it more and more. You drive from city to city to deliver your cargo, trying to beat a rival to the drop. That's the basics, but this almost gets lost when the action kicks in. Slamming traffic off the road, hitting time bonus vehicles and smashing through buildings because going around them would cost too much time equals the kind of nutty gameplay that you can never get enough of.

WE GOT THE HORN

As well as proving how destructive a driver you are, *18 Wheeler* forces you to negotiate narrow, obstacle strewn roads in order to park your rig. Time is tight, there's no room to manoeuvre and hitting anything costs you valuable seconds – apart from that, it's a doddle. Throw in some mad two-player action, where it's split-screen racing at its most bonkers as you earn money for trashing certain vehicles but get busted for smashing others, and you've got the maddest racing yet on your DC. The fact that it looks as good as this just makes it all the better.

TRUCK YOU

Sounds nigh on perfect, doesn't it? Well, for a while we thought it was, but the only problem could be just how soon the novelty of flattening everything with a humongous 18-wheeled death-dealing land leviathan wears off. We've got a funny feeling that it won't take long to tire, but hey, this is going great guns in Japan so there's hope for it when it does come out over here. So come on Sega, get the truckin' game out, will ya?

CVG RECKONS

Promises more fun than a truck's got wheels. And a fully upgradeable horn too.

END

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5 TO WIN

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1 SET

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2 TO WIN

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10 TO WIN

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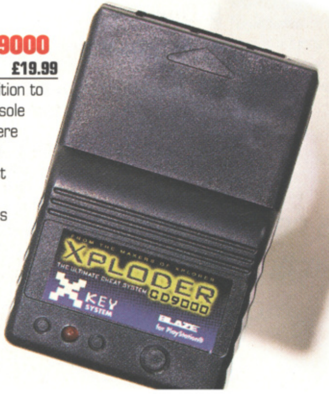
It's the latest addition to the best-selling range for console cheaters and a real treat. There are loads of pre-programmed cheat codes for all the biggest games and you can find new codes all the time, making this a gamer's friend for life.



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3 VHS

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10 TO WI

KIDZ BI

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1 SET

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2 TO WIN

XT10 RACING WHEEL

JOYTECH **£29.99**

We have two of these PlayStation steering wheel units to give away to lucky race freaks. Scored a respectable three stars in this month's lab test and is a whole lot better for driving games than using a joypad. Vrooom!

10 TO WIN

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Look like a true wrestling hero with these Champion's belts. There's nothing wrong with a little old fashioned dress-up fun, and these belts are pure fancy-dress fruitiness. Strap it on and look like a pro.

WINNERS UPDATE – ISSUE 227

TONY HAWK'S SKATEBOARD
Michael Fenton, Glasgow

DRIVER 2 WIDESCREEN TV WINNER
Mark Chaplin, Barhill

DRIVER 2 RUNNERS UP
T Saunders, Wiltshire; Tracey Orchard, Lancs; Joe Rowley, Chippenham; Michael Sears, Essex

SILVER DREAMCAST
Shayeda Begum, London

COOL-ICAM
Elliot Little, Preston

SILVER GAME BUNDLES
Jodie McCadden, Manchester; Shaun Davies, South Yorks; Frances Mulenga, Staffs; Matthew Casey, North Lincs; Paul Johnston, Kilmarnock

SOULBRINGER GAME BUNDLES
Jon Tipper, West Mids; Luke Croll, Durham; Andrew Swoden, Co Down; M Terry, London; Ryan Babaan, Middlesex

MPRESS3 MP3 PLAYER
Matthew Orlinski, Wales

GAME BOY CAMERA LINK
Ian Harbour, Norfolk; Andrew Robinson, West Midlands; Thomas Taylor, Dorset; Lorraine Lawson, London; Art Mickman, Lancs

THUNDERBIRDS
Mark Griffin, Oxon

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Jon Durant, Swansea; Jack Miller, Liverpool

ALIENS BOOKS
Steve Johns, Newport; Darren Hunter, Wilts; Orrin O'Neil, Gwynedd; Michael Rowley, Lancs; Carol Doherty, Co Durham; Curtis Reid, Birmingham; Edward Stevens, London; S Wilkinson, Gloucester; A Andrews, Oxon; S Jones, Plymouth

BATMAN BOOKS
Martin Good, Stockport; F Davies, London; Krishan Gharu, Leytonstone; Paul Graham, Merseyside; Alan Cawry, London; Scott Jurdison, Sunderland; Evin Brarly, Co Mayo; James Langdon, Isle of Wight; Robert Meacher, Fife; Matthew Orlinski, Wales

SLIPSTREAM STEERING WHEEL
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WORDS AND SCREENSHOTS: CARNAGE SCOTT

DO WHATEVER A SPIDER CAN

Peter Parker does a good job as the Spider. Here's how you can do a better one...

THIS MONTH: Maximum Spider

If you've ever read a Spider-Man comic or seen the cartoon you'll probably have thought what a cool game it would make if done right. Trouble is, superhero games are usually crap. Not this one – it's one of the action games of the year, and we'll tell you how to crack it. We've broken the guide up according to the major savepoints. It's time to sling some webs.

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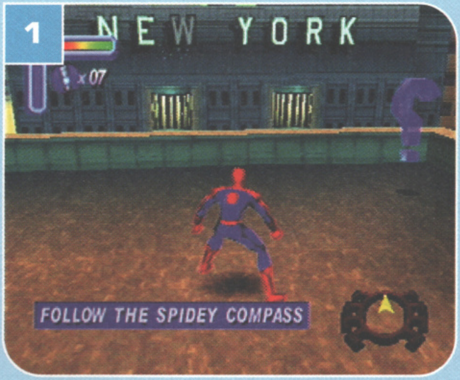
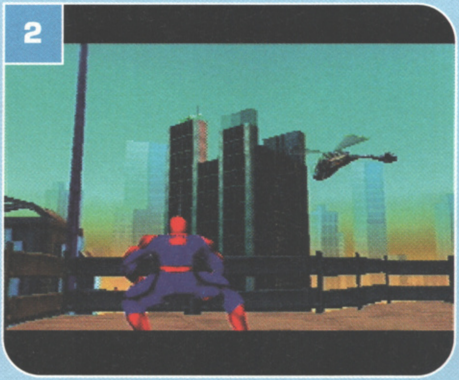
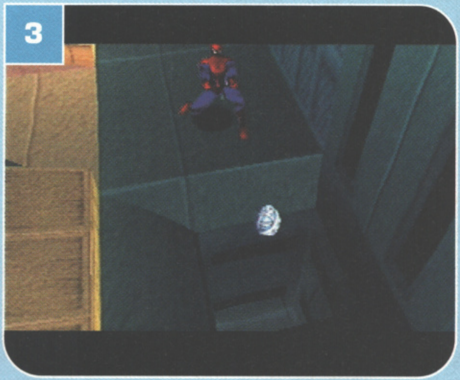
1: GET TO THE BANK

Swing your way in



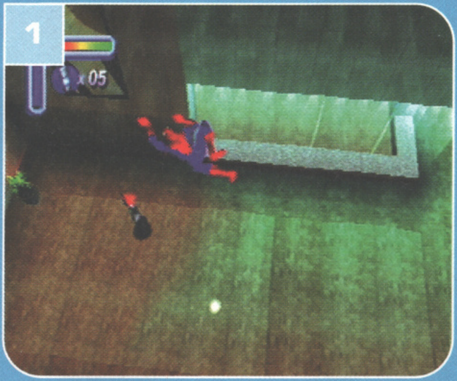


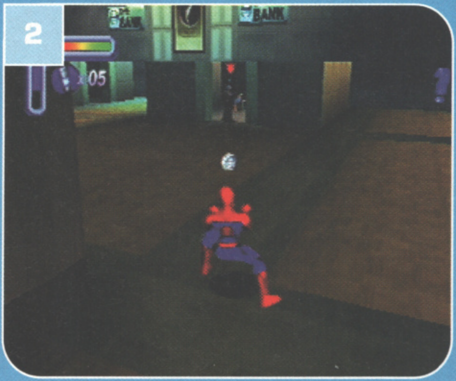


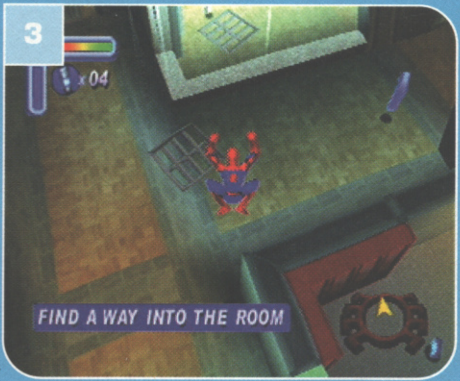
Welcome to Spidey land. This first level is all about polishing basic Spider skills and shouldn't pose too may problems. The way to the bank is clearly indicated by the compass 1 so all you've got to worry about is not falling to your death as you swing from building to building. You don't have to get into a ruck either as you can safely dodge the baddies, though you might want to take the chance to sharpen your fighting skills while you can. The bank building is the one with a helicopter hovering beside it 2 so scale to the top of it and take out the guards hanging around on the roof. When they're all out for the count, Spidey shoots out a glass skylight and drops into the building 3. Then it's time to bust the bank.

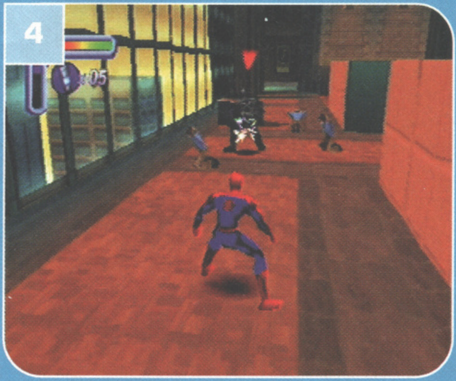
2: INSIDE THE BANK

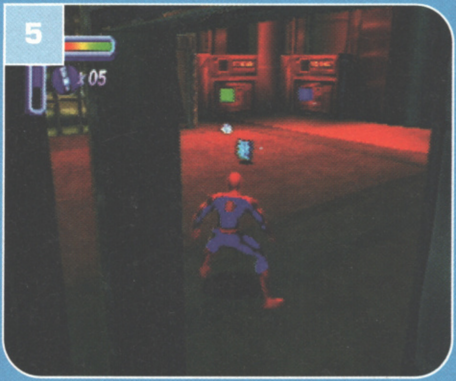
Time to get sneaky

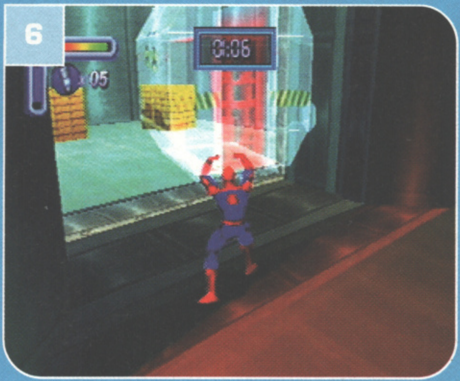








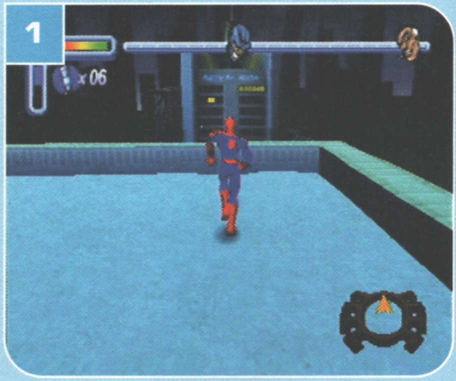


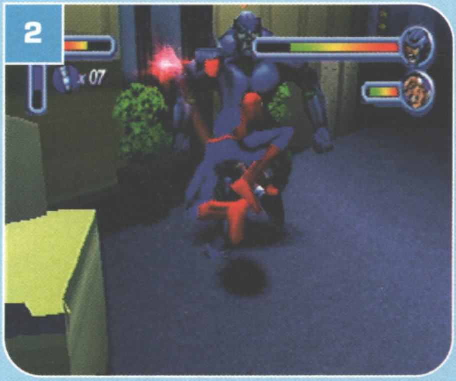


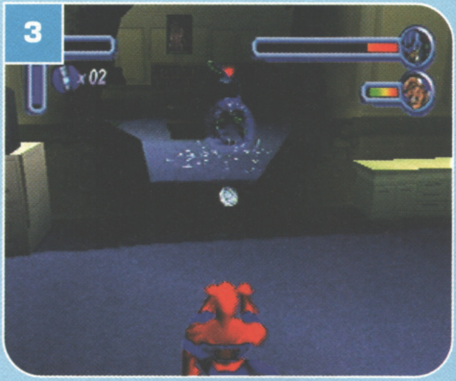
Remember *Metal Gear*? Well this section of *Spider-Man* would stretch Solid Snake's stealth skills to breaking point. You've got to get around undetected here because if the guards clock you they cap the hostages and it's Game Over. 1 It's critical that you enter the first room on the ceiling before dropping to kill the guard below. Next you'll enter an area with a glass-fronted room in it. 2 Take out the two blokes around the corner from it first. 3 You get into this room by standing on the suspiciously out-of-place grille on the floor and pressing R1 to hitch up to the top. Press all three switches in the glass room and exit through the now open door. 4 The next room has three guards and you need to kill the second guy as quick as possible as he's the biggest threat to the hostages. Exit via the lift in the corner. Make your way to the room with the big TV in it and kill all the goons there too. A new door opens. 5 Enter, and hit the left hand switch. This opens the baddie-filled room and the other switch opens the safe. Kill the baddies, grab the bomb and lug it over to the safe. 6 Close the safe door and the job's done.

3: SAVING JJ

Take the sting out of The Scorpion



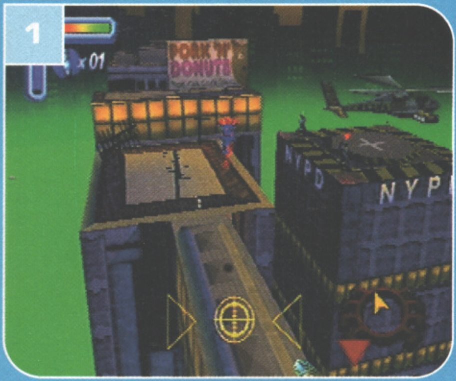


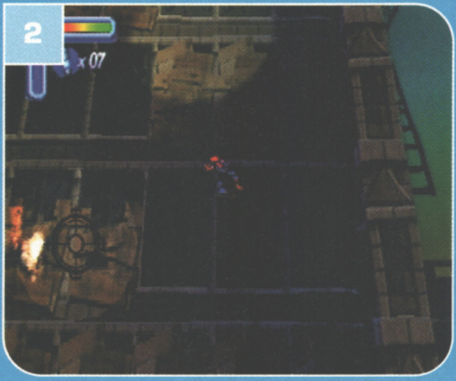


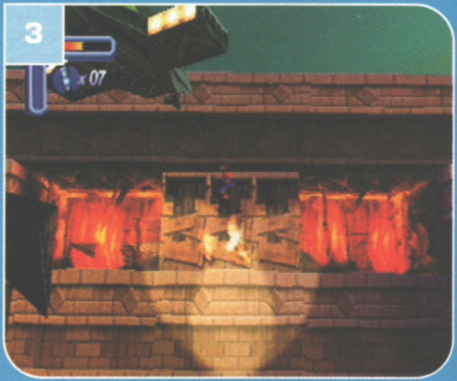
Follow the cursor to get to the Bugle offices [1] where your ungrateful git of a boss is in big trouble. The time limit is generous and if you just keep jumping when the enemies fire caps at you, you'll make it in alright. Inside the Bugle, it's a lot tougher as this Scorpion dude is pretty hardcore for a first boss. Your best bet is to let him charge and jump over him before he hits you. Then let off a couple of quick punches [2] as he's looking around for you and get the hell away before he tail-whips you. Keep this up until his health is in the red (don't worry if you've taken a beating as well), and pick him off from range with a barrage of well-placed web balls [3]. Bob's your uncle, and that poisonous sucker is toast.

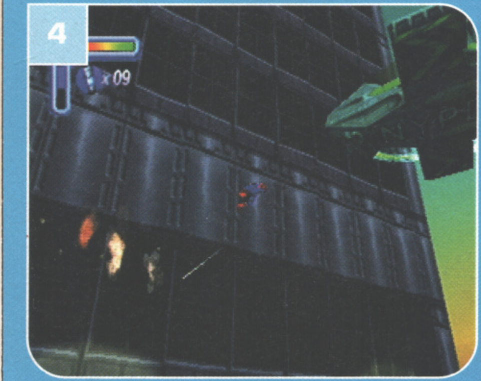
4: RUN FROM THE COPS

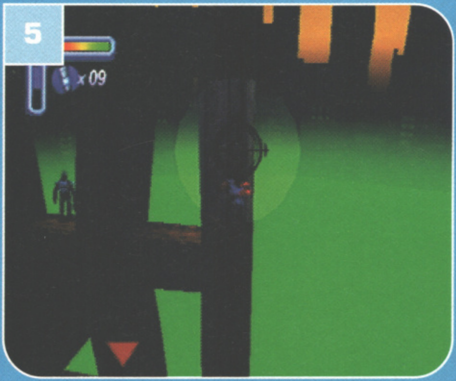
Roof-top rumble

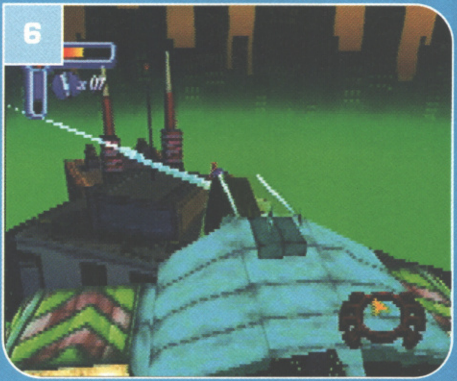








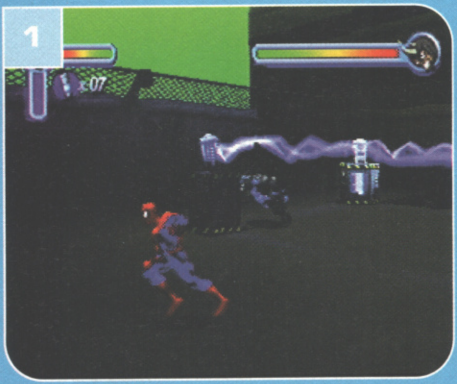


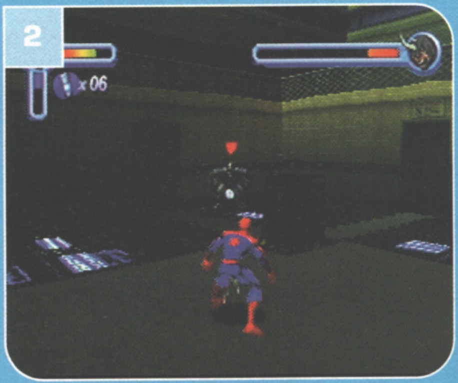


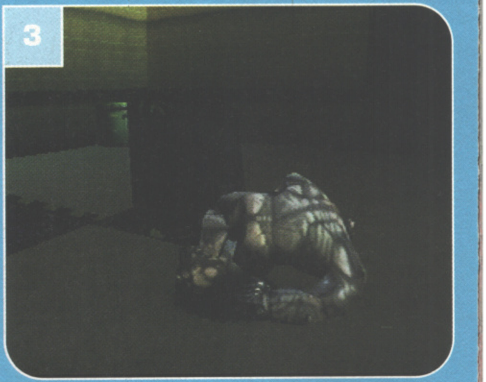
This section sends you on a mad chase across the city skyline as well as presenting you with some pretty hairy climbs up skyscrapers. You've got to be highly dextrous with the pad to avoid death, so don't be surprised if you have to try this level a few times before you crack it. The most obvious tip is to avoid the yellow crosshairs [1], because that's where the missiles fired by the gunships are going to hit. When the sniper sight shows up on the first climbing section [2] stay out of its way with plenty of dodging around. When you climb to the top, make sure you crawl across the middle of the three boards [3] as the other two get blown away when you're half-way over. When climbing skyscrapers with the chopper raining minigun rounds at you, zig-zag up the building to minimise the hits you take [4]. When you get to scaling the girders, that damn sniper starts trying to line up a shot again. When the telescopic sight falls on you, climb around the girder onto the inside [5]. This way the sharp shooter will lose you for a while. The level ends as these two obvious red and white striped towers loom into view [6].

5: RHINO'S RAMPAGE

He's got the horn for you



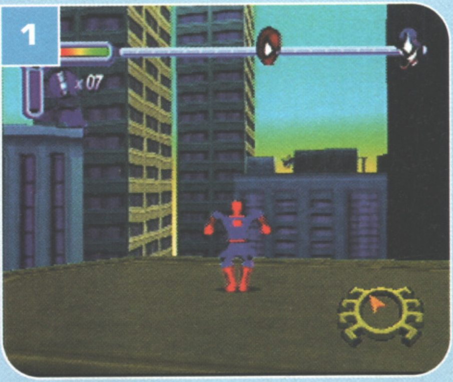


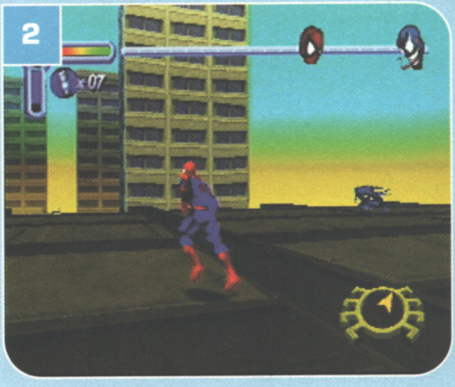


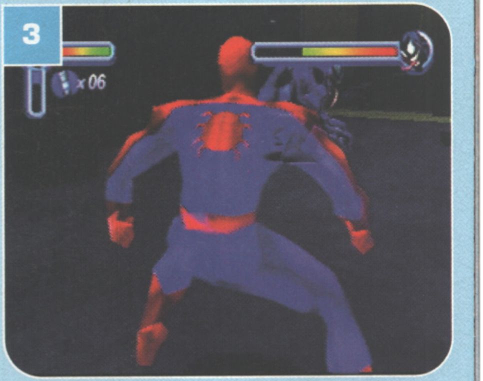
The second boss is Rhino. He's thick as two short planks but'll murder you if you're stupid enough to go toe-to-toe with the armour-plated brute. So how do you stop him, short of purchasing an elephant gun? The electricity generators. Stand just to the side of one of the crackling power units and watch as Rhino gets ready to charge. He'll scratch his foot on the floor three times and then race at you like a battering ram. Quickly dodge behind the generator or jump out of the way 1 and Rhino will hit it and get electrocuted. You need to make him hit each of the four generators twice, and then his health will be low. Finish him with a stream of web balls 2. He'll soon drop to his knees 3. Level complete.

6: CHASE VENOM

Find a remedy for this guy's poison

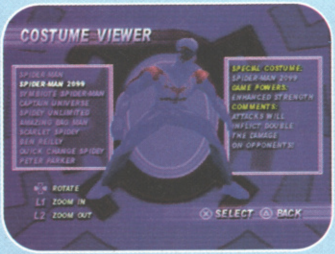






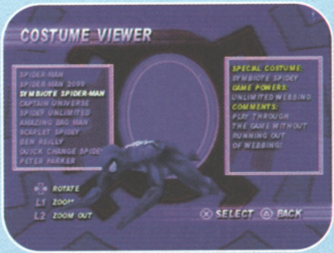
Here you meet up with another of Spidey's arch-rivals, Venom. He's the Anti-Spidey. You have to chase him across the rooftops and you've got to be damn quick to keep up because he too can do everything Spidey can. There are two key points in the chase where it's easy to lose him. Look at this screen 1. Venom looks like he's going left, but he actually goes straight on, so pre-empt it and stay on his heels. The second time is after the cut scene, when you think you've cornered him on the roof. He'll dart off to the left 2 so be ready. Stay on his tail close enough and you'll eventually corner him for an almighty ruckus. The key to winning this bout is to stand with your back to a wall 3 so that you can see the whole room. This is because Venom keeps teleporting around the place and you need to spot where he's arriving quick so you can get to him first to do the damage. Use your web balls to deliver maximum pain, but stay alert. If Venom gets hold of you, he'll crucify your health bar.

SECRET SUITS PART ONE


COSTUME VIEWER
SPIDER-MAN
SPIDER-MAN 2099
SYMBIOTE SPIDER-MAN
CAPTAIN UNIVERSE
SPIDEY UNLIMITED
AMAZING BAG MAN
SCARLET SPIDEY
BEN REILLY
QUICK CHANGE SPIDEY
PETER PARKER
ROTATE
L1 ZOOM IN
L2 ZOOM OUT
SELECT
BACK

SPECIAL COSTUME:
SPIDER-MAN 2099
GAME POWERS:
ENHANCED STRENGTH
COMMENTS:
ATTACKS WILL INFLICT DOUBLE THE DAMAGE ON OPPONENTS!

SUIT NAME: Spider-Man 2099
SPECIAL POWERS: Double damage
HOW TO GET IT: Collect all of the hidden comics through the game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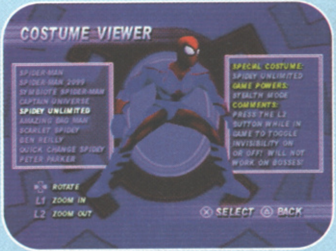
AMAZING BAG MAN
SCARLET SPIDEY
BEN REILLY
QUICK CHANGE SPIDEY
PETER PARKER
ROTATE
L1 ZOOM
L2 ZOOM OUT
SELECT
BACK

SPECIAL COSTUME:
SYMBIOTE SPIDEY
GAME POWERS:
UNLIMITED WEBBING
COMMENTS:
PLAY THROUGH THE GAME WITHOUT RUNNING OUT OF WEBBING!

SUIT NAME: Symbiote Spider-Man
SPECIAL POWERS: Unlimited webbing
HOW TO GET IT: Play through the game once and finish it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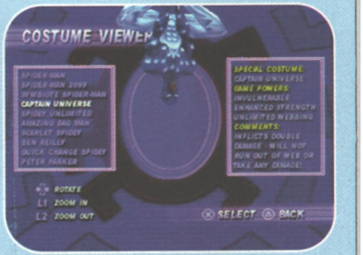
AMAZING BAG MAN
SCARLET SPIDEY
BEN REILLY
QUICK CHANGE SPIDEY
PETER PARKER
ROTATE
L1 ZOOM IN
L2 ZOOM OUT
SELECT
BACK

SPECIAL COSTUME:
SPIDEY UNLIMITED
GAME POWERS:
STEALTH MODE
COMMENTS:
PRESS THE L2 BUTTON WHILE IN GAME TO TOGGLE INVISIBILITY ON OR OFF! WILL NOT WORK ON BOSSES!

SUIT NAME: Spidey Unlimited
SPECIAL POWERS: Hold L2 for invisibility
HOW TO GET IT: Finish the game twice on any difficulty level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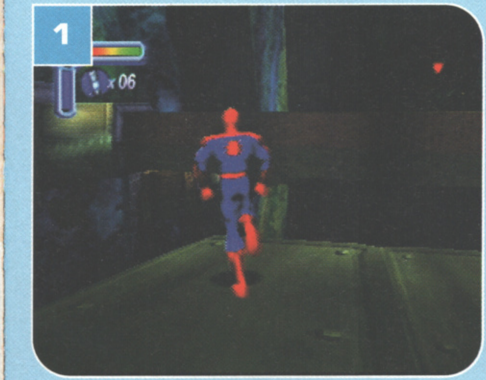
SCARLET SPIDEY
BEN REILLY
QUICK CHANGE SPIDEY
PETER PARKER
ROTATE
L1 ZOOM IN
L2 ZOOM OUT
SELECT
BACK

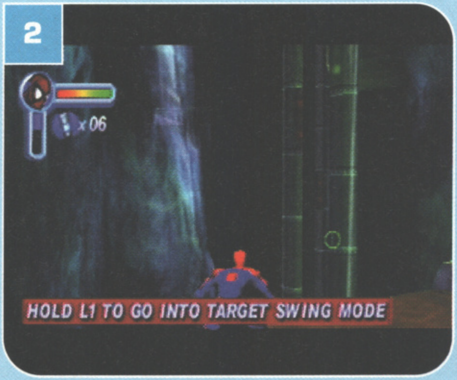
SPECIAL COSTUME:
CAPTAIN UNIVERSE
GAME POWERS:
INVULNERABLE
ENHANCED STRENGTH
UNLIMITED WEBBING
COMMENTS:
INFLICTS DOUBLE DAMAGE - WILL NOT RUN OUT OF WEB OR TAKE ANY DAMAGE!

SUIT NAME: Captain Universe
SPECIAL POWERS: Double damage, infinite webbing, invincibility
HOW TO GET IT: Finish on hard difficulty

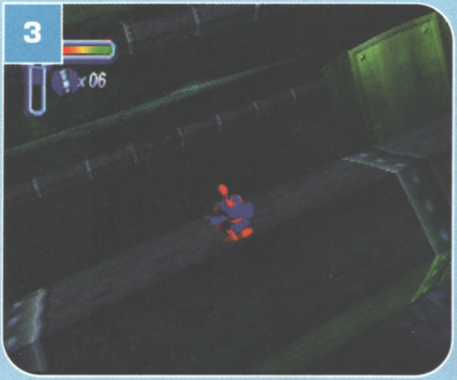
7: THE SEWERS

Hold your nose and get past the rivers of cack





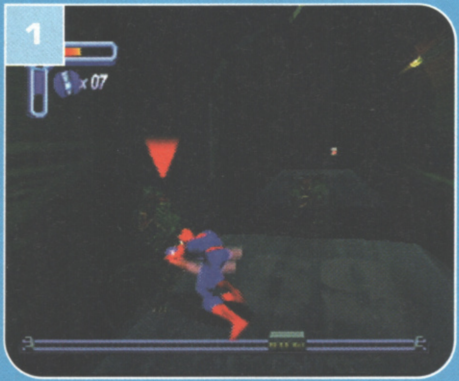
HOLD L1 TO GO INTO TARGET SWING MODE

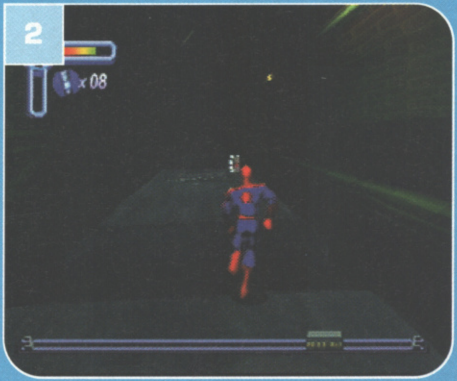


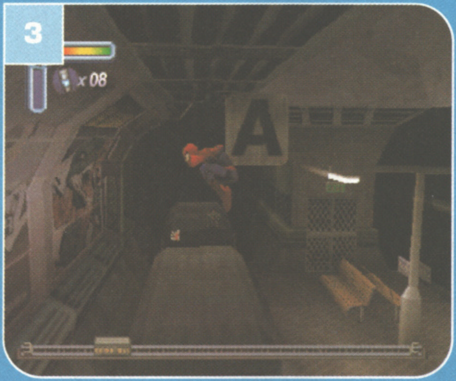
The next stage is a stinker. It's set in the squalid city sewers. You kick off in a long room and the only way across is to jump and land on the horizontal pipes 1 that intersect from wall to wall. You can't afford to miss a jump, or you'll fall into a pool of swirling filth and drown in human excrement. Which is no way for a popular superhero to go out. Anyway, you can swing between the pipes pretty comfortably, but each one has got a lizard on top. Rather than fighting the scaly dudes, wait until they're at the far end of the pipe and then cross. After these, you need to scale onto some vertical pipes. Flip into L1 targeting mode 2 to swing onto the nearest one to you. The pipes are in a circle formation, but if you try and cross the circle you get washed down into the fatal filth by a gush of pouring water. Make your way around by crossing adjacent pipes 3 so you do an arc round the pouring water. Then swing through the door on the far side to complete the stage.

8: RIDE THE SUBWAY

Stay alive on a runaway train

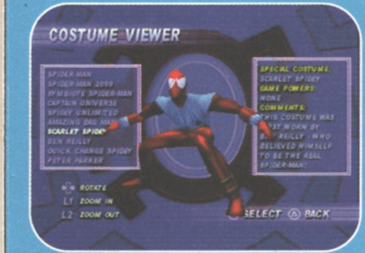






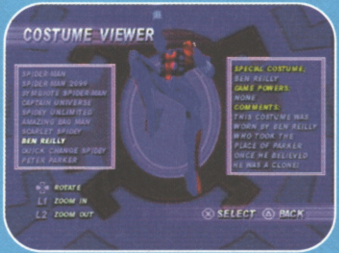
Don't try this on the Tube, kids, or you'll get yourself killed. Only Spidey and his reptilian foes get to ride on top of a subway train. You win through here by surviving to the end of the ride, and there are two tips that'll help you manage this tall order. Firstly, when you attack the lizards, punch and kick them into the side walls 1 if you can. When they hit it, they'll fly off the train straight away to a horrible death. The second piece of advice is to stand right at the rear of the train 2 facing in the direction it's travelling as often as you can. That way you see the health and webbing pickups that appear much earlier, and you've got a better shot at grabbing them 3 to keep your stocks high.

SECRET SUITS PART TWO


COSTUME VIEWER
SPIDER-MAN
SPIDER-MAN 2099
SYMBIOTE SPIDER-MAN
CAPTAIN UNIVERSE
SPIDEY UNLIMITED
AMAZING BAG MAN
SCARLET SPIDEY
BEN REILLY
QUICK CHANGE SPIDEY
PETER PARKER
ROTATE
L1 ZOOM IN
L2 ZOOM OUT
SELECT
BACK

SPECIAL COSTUME:
SCARLET SPIDEY
GAME POWERS:
NONE
COMMENTS:
THIS COSTUME WAS [illegible] WORN BY [illegible] REILLY - WHO BELIEVED HIMSELF TO BE THE REAL SPIDER-MAN!

SUIT NAME: Scarlet Spidey
SPECIAL POWERS: None, unfortunately
HOW TO GET IT: Beat big bad Rhino and this outfit will be yours


COSTUME VIEWER
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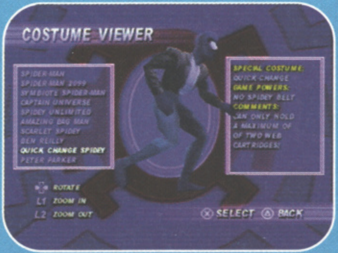
SYMBIOTE SPIDER-MAN
CAPTAIN UNIVERSE
SPIDEY UNLIMITED
AMAZING BAG MAN
SCARLET SPIDEY
BEN REILLY
QUICK CHANGE SPIDEY
PETER PARKER
ROTATE
L1 ZOOM IN
L2 ZOOM OUT
SELECT
BACK

SPECIAL COSTUME:
BEN REILLY
GAME POWERS:
NONE
COMMENTS:
THIS COSTUME WAS WORN BY BEN REILLY WHO TOOK THE PLACE OF PARKER ONCE HE BELIEVED HE WAS A CLONE!

SUIT NAME: Ben Reilly
SPECIAL POWERS: None
HOW TO GET IT: Finish Area 4, level 2 for this groovy, if useless, number


COSTUME VIEWER
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SPIDER-MAN 2099
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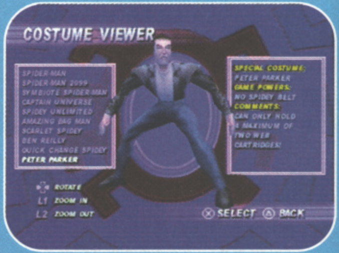
CAPTAIN UNIVERSE
SPIDEY UNLIMITED
AMAZING BAG MAN
SCARLET SPIDEY
BEN REILLY
QUICK CHANGE SPIDEY
PETER PARKER
ROTATE
L1 ZOOM IN
L2 ZOOM OUT
SELECT
BACK

SPECIAL COSTUME:
QUICK CHANGE
GAME POWERS:
NO SPIDEY BELT
COMMENTS:
CAN ONLY HOLD A MAXIMUM OF OF TWO WEB CARTRIDGES!

SUIT NAME: Quick change Spidey
SPECIAL POWERS: Two web cartridges
HOW TO GET IT: Score more than 100,000 points in Zip Line training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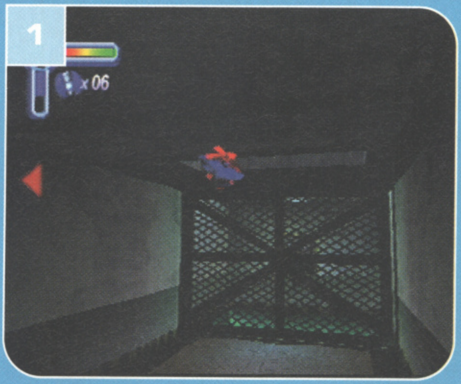
SYMBIOTE SPIDER-MAN
CAPTAIN UNIVERSE
SPIDEY UNLIMITED
AMAZING BAG MAN
SCARLET SPIDEY
BEN REILLY
QUICK CHANGE SPIDEY
PETER PARKER
ROTATE
L1 ZOOM IN
L2 ZOOM OUT
SELECT
BACK

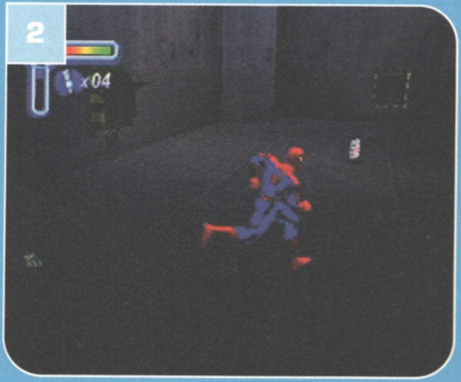
SPECIAL COSTUME:
PETER PARKER
GAME POWERS:
NO SPIDEY BELT
COMMENTS:
CAN ONLY HOLD A MAXIMUM OF TWO WEB CARTRIDGES!

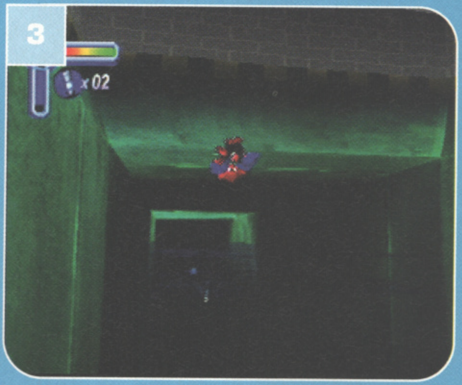
SUIT NAME: Peter Parker
SPECIAL POWERS: Two web cartridges
HOW TO GET IT: Find the Kraven room in Item Collection training

9: HIDDEN SWITCHES

Spidey's got to use his grey matter



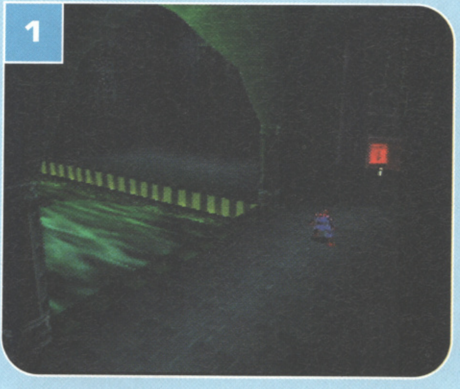


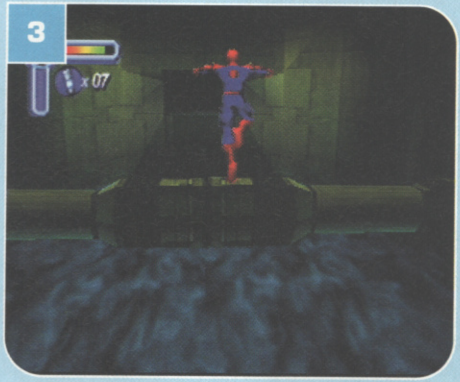


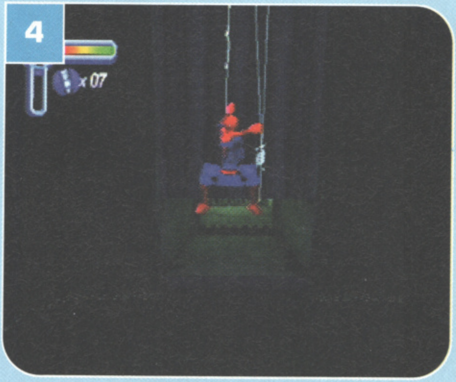
This is where things really start getting a bit tricky, so stay on your toes. Head forward from where you start to a T-junction and take a right. Have a look and you should be able to see a hole above the closed door 1 down this corridor. Remember this as Point X. Climb up to the hole and flip the switch which will drain the water. After the liquid's subsided, jump back down again. Follow round and up and hit all three switches in the next room. Next, retrace your steps back to the area above Point X where you'll find a door has opened. Flip the switch there, which will drain the water some more and then follow round and flip the next three switches 2 also. This finally opens the door at ground level at Point X which blocked your way when you first reached there. Go through it and flip the switch you find past it, drop down as quick as you can and sprint through the duct before it re-floods again. You'll find the final exit to the stage on the ceiling 3 at the end of this tunnel. Thank god for that.

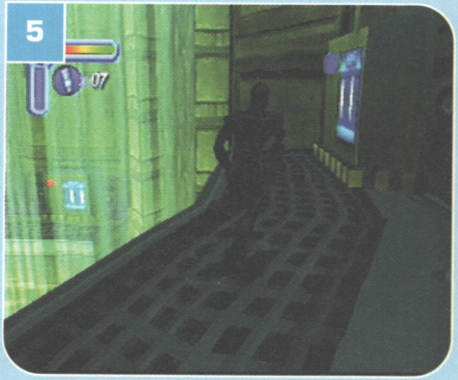
10: VENOM'S PUZZLE

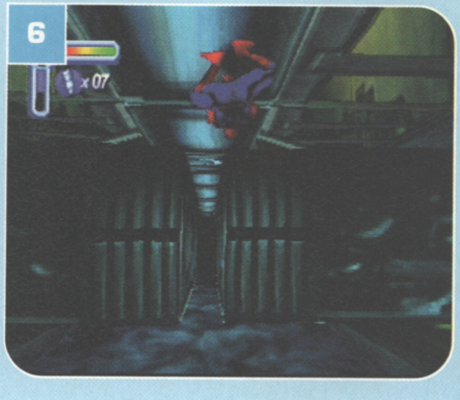
Oh no – more switches!





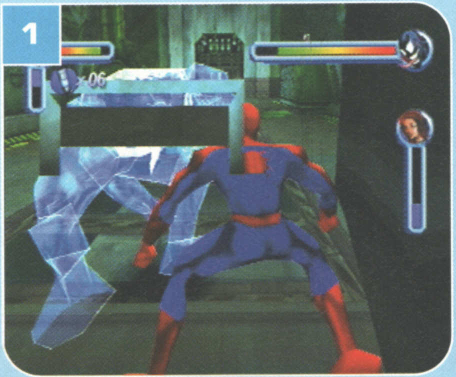


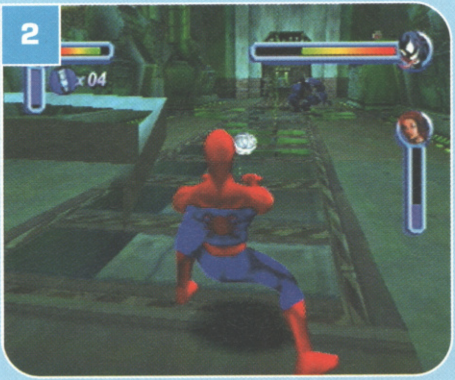


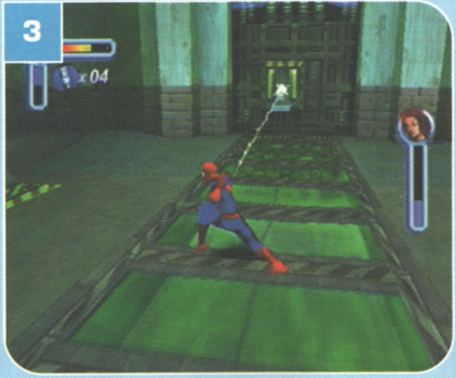


The next room has four switches. One in each corner. Flipping the active switch 1 lets you hit the next one. Flip all four and jump into the drained pit. Go into the passage and head left. Time Spidey's ceiling crawl in the next room 2 so he doesn't drown in the gunk. In the next room, wait for the water to drop and cross it 3 at the right time. Flip the switch to drain the room, then drop to floor level. Flip the switch there, and exit through the door to the right on the ground level 4. Next up is a cheeky switch puzzle. Hit the lowest of the four switches first (red) followed by the next one up (blue) 5. Go through the now-open sewer gates and dodge past Venom. Crawl on the ceiling through those vicious snapping gates 6 then take the first left. Go right at the next crossroads. Carry on round through two more gates and take the second turn off.

11: SPIDEY VS VENOM, AGAIN! Finish that annoying sucker off

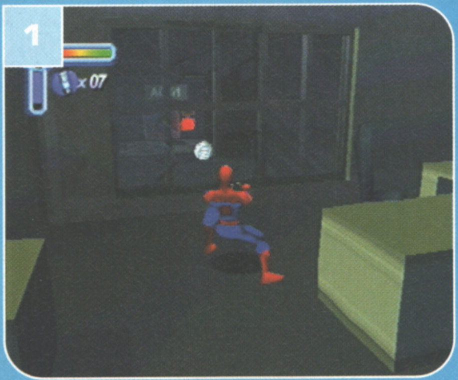


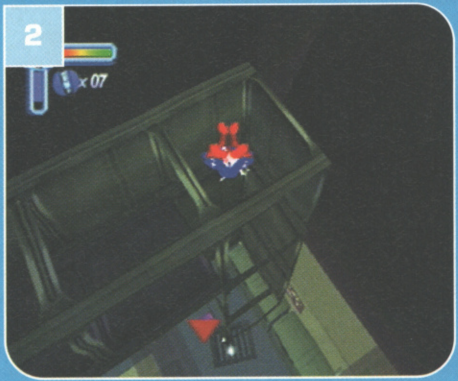


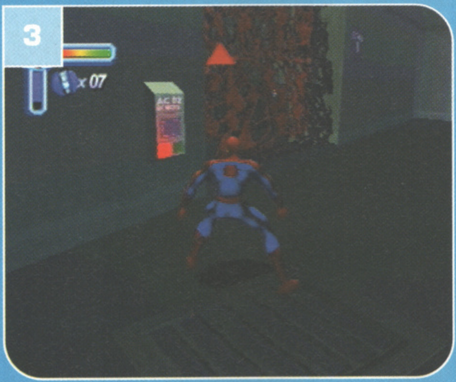


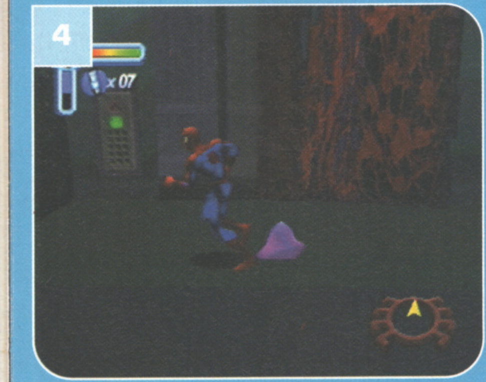
You may have though he'd have had enough by now, but your mucker Venom is up for a bit more of the old rough stuff. Time to lay the smackdown upon his blue behind again, then. The best tactic this time round is similar to last. So stand at one end of the room with your back to the wall 1 for maximum visibility to counter the poisonous pillock. This way, you'll see Venom as soon as he appears, and you can take careful aim with a stream of deadly web balls 2 to do the damage. Be careful where your shots are going though, because if Venom disappears just as one of your sticky volleys is on its way, your web might hit the switch and send poor old Mary Jane to a watery grave. Oops. So be alert and switch the water back off 3 when she screams. This isn't so tricky and if you stick to this tactic you'll do Venom once and for all.

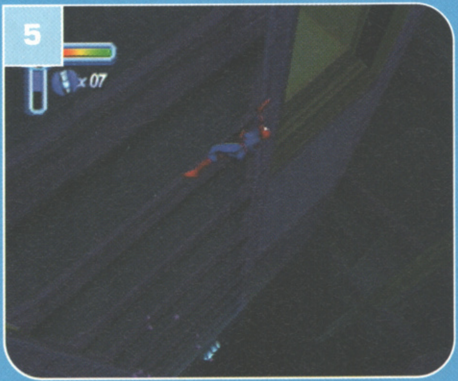
12: SYMBIOTES INFEST BUGLE Purple blobs are taking over the world

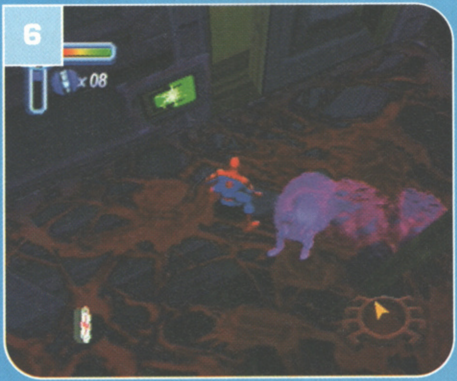








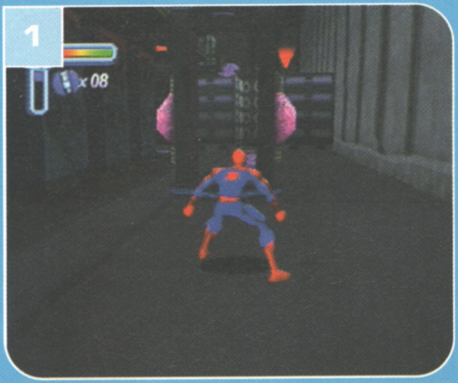




Those slimy purple gobs of goo, the Symbiotes, have taken over your boss' office block. But instead of using it for an excuse to not turn up for work for a month, Spidey goes to sort it out. Doh! Anyway, you start off in File Room A, where you'll see a switch. Trip it to free one of the hostages 1. Next door is room B, which has a loose grate on the floor just like in the first level. So you won't need to be Einstein to work out that this is another cue to hit the ceiling 2. Do this, walk round and drop back down to find the second air conditioning switch 3. This should make the hostages safe. Next up, flip the lift switch 4 and hop into the shaft. Ride the elevator down until it stops and hop off when it does. There are two open rooms on the wall below the elevator. The switch to get the lift going again is in the right-hand room 5. The lift will now take you to the very bottom of the shaft. There are two doors down there as well, and going right again 6 will get you off this level once and for all.

13: STOP THE PRESSES

Put a stop to the purple peril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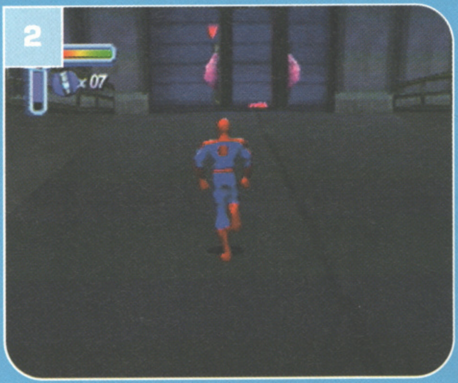
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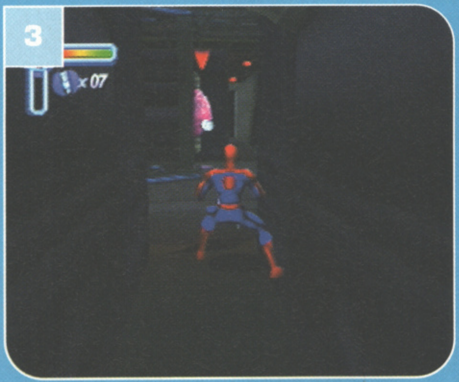
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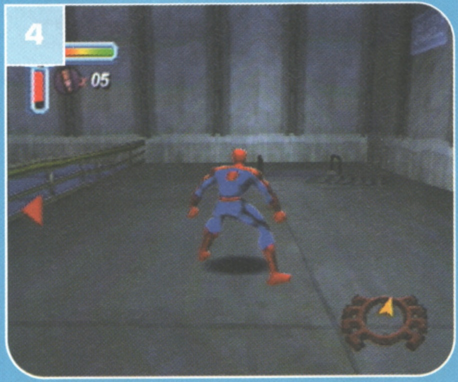
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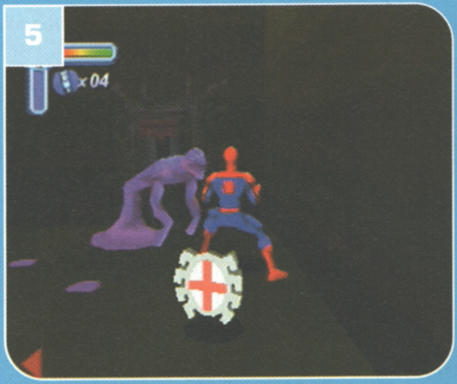
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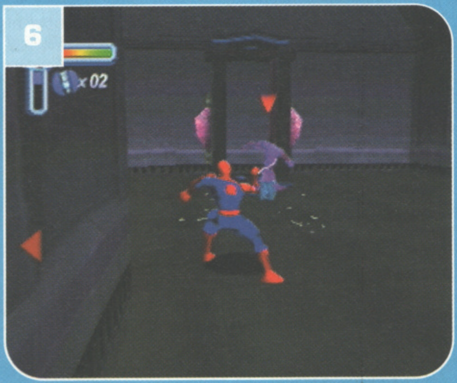
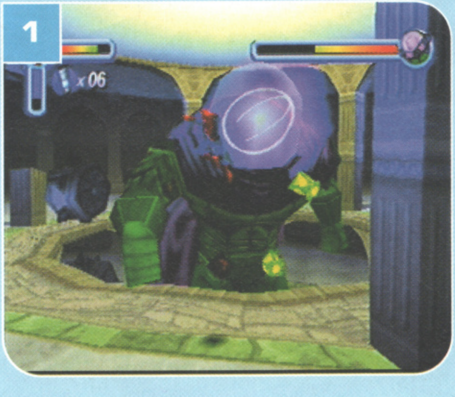

6

It's time to take down some Symbiote generators and stop those slimy sods messing your life up. The first slime generator is in front of you 1 as you start the level, and the second is in a small room 2 to the side of this main room. Go through the door into the second print shop. Another generator is in among the presses 3, and another sits in a side room as at the beginning. You'll also clock a second side room here, and a trap door in there takes you down to the basement 4. From here run straight ahead. The next generator is in the first room on the left. Come out, carry on straight and swing through the fire. At the end of this room go left and then right. There is a locked door, and a dark area beside it. Above the dark area is the switch 5 which will open the door to the room where you'll find the final generator 6. Let it generate no more.

14: MYSTERIO

He's a big guy but he's way out of shape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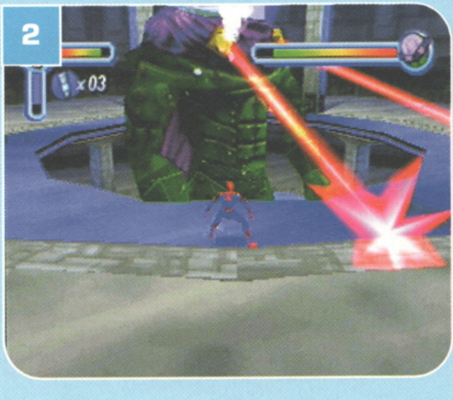
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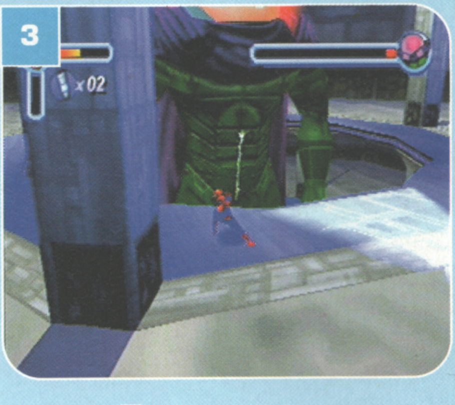
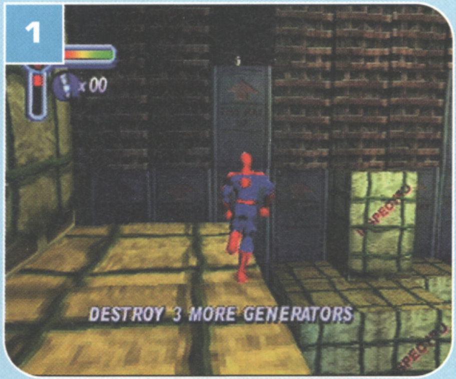
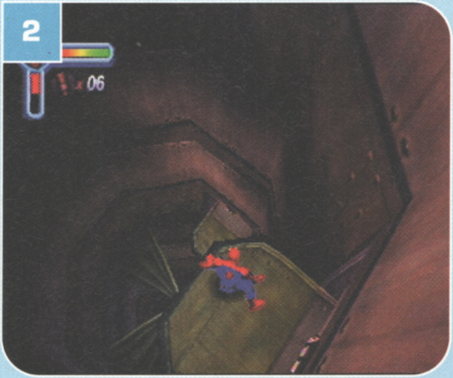

3

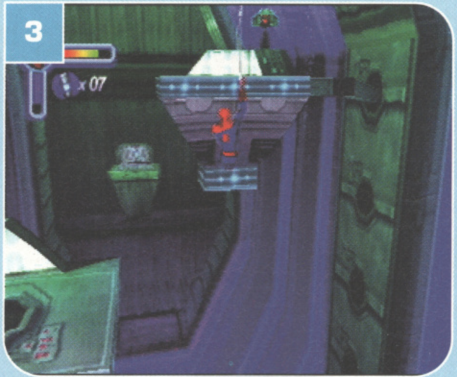
He's taller than an office block, he weighs more than a blue whale, he's covered in impenetrable armour and he shoots death rays out of his nipples. Yes, it's that three-screen-high mother of all bosses, Mysterio, but with our helpful hints he'll be whipped within an inch of his life instead of you. Your first job on this enormous bowl-head is to shoot off all of the little yellow knobs on his body 1. Your web balls target these automatically which is a great help. Apart from shooting, though, you need to keep leaping around like a jack-in-the-box to avoid his great big flailing fists. When you've shot all the knobs off, he grows a lovely new set of deadly laser nipples. Hmm, nice. You've got enough time to shoot the first one off while he gloats about having grown it 2. Blow both of his blasting boobs off and lo and behold, the floor becomes electrified 3. This isn't so difficult to avoid, though, so dodge the searing electricity while firing web balls at the big fella's head and it's goodnight Mr Mysterio.

15: WATERFRONT WAREHOUSE

Smash more of those generators



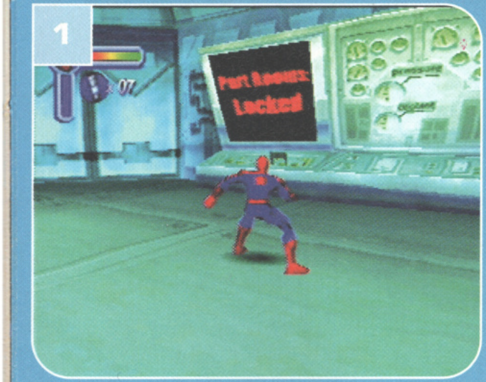


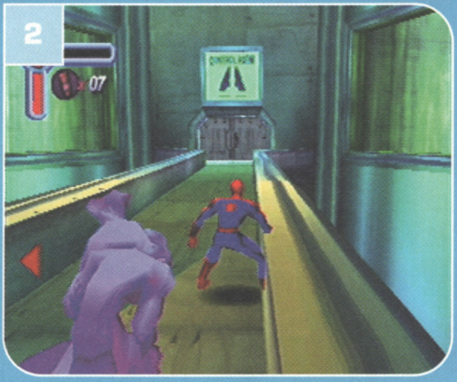


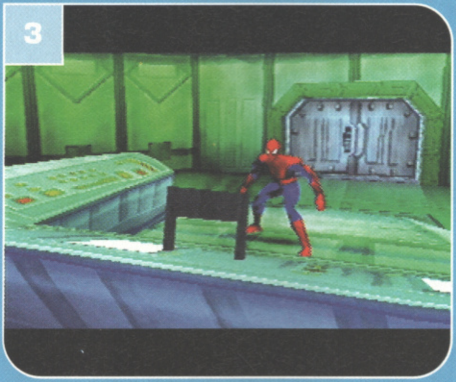
There's one generator on the ground and another on some boxes in the room you start in. Break 'em. Next look for a gap in the crates 1 and through it you'll find the next three generators. After you hit the last generator, head through the hole that appears in the floor. Go through the ducts, but don't land on any fans 2. Getting through the laser rooms is easier than it looks. Just jump out, swing and go for it 3.

16: STOPPING THE FOG

Meet the lovely Black Cat



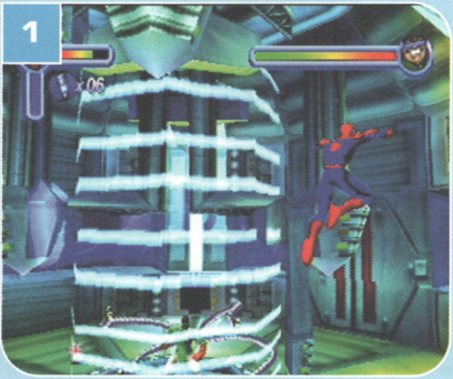


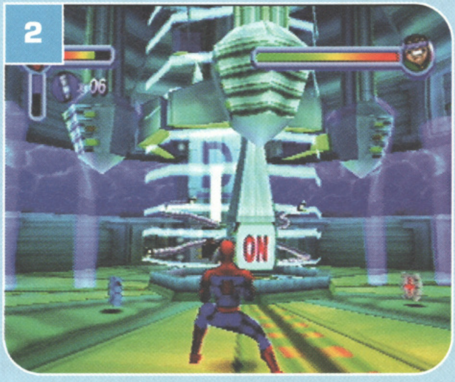


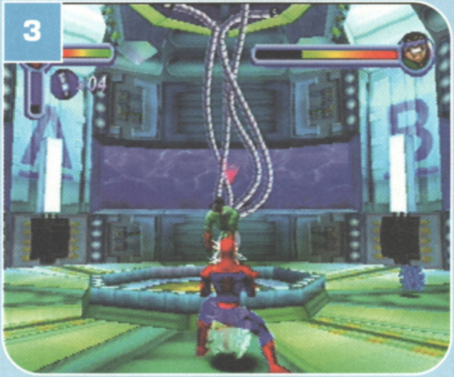
Enter the Security Control room. Chat to Black Cat then hit the switch on the right 1. Visit rooms 'A' 2 'C' and 'E3' and flick the switches inside 3. Once you've done all three, Black Cat escapes. The base starts to fall apart, and Spidey gets the hell out of there.

17: SPIDEY VS DOC OCTOPUS

The Doctor's in the house



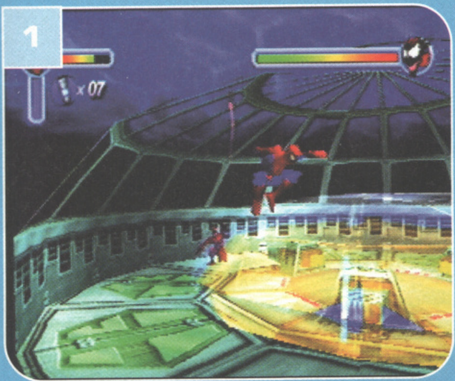


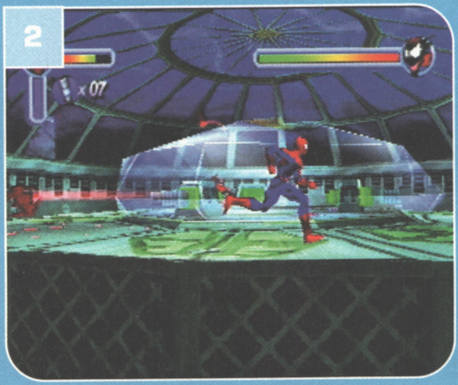


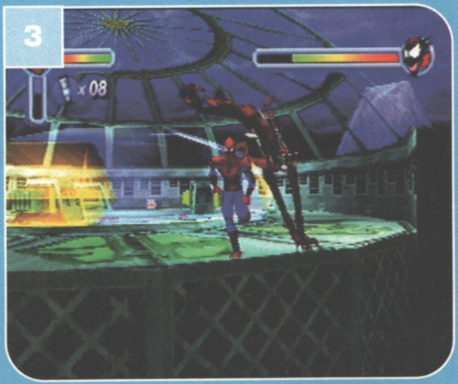
Keep running and jumping 1 to avoid Doc's lethal metal tentacles. He can hit you, but you can't hit him until you've take down his forcefield. As you run, you'll spot red 'ON' switches 2 coming down from the ceiling. Hit each one, avoiding the barriers they produce, until the Doc loses his shield briefly. Smack him up with web balls 3. Repeat this when his shields regenerate. Keep grabbing the health packs to make sure you stay alive.

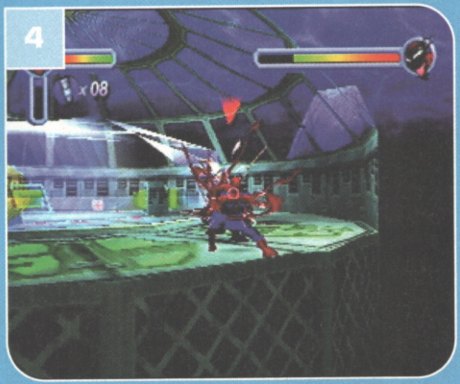
18: SPIDEY VS CARNAGE

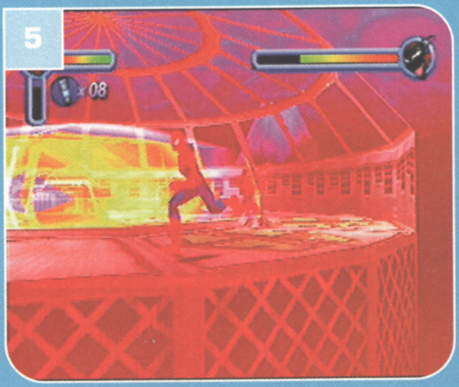
Round one with the evil streak of slime

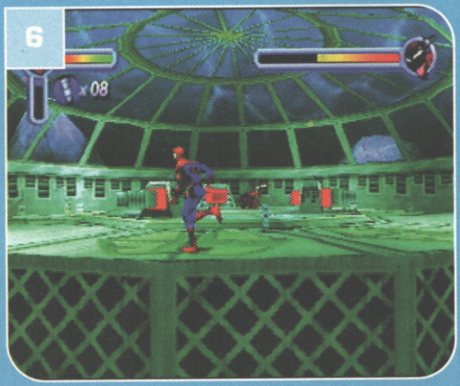








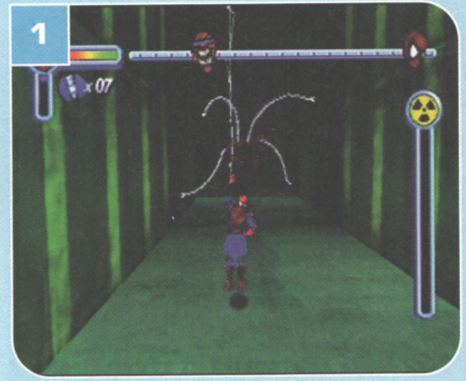


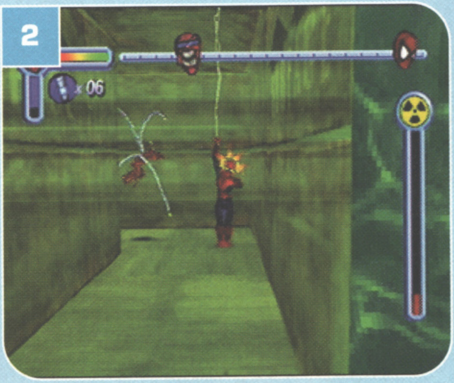


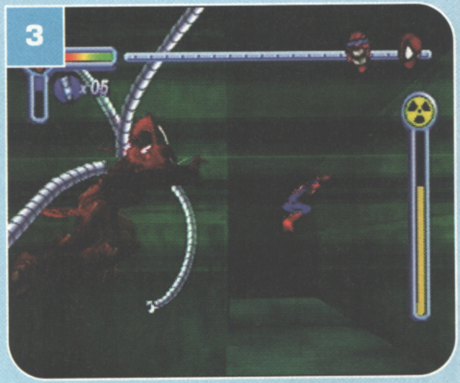
Carnage is a hardcore character. He's a kind of shape-shifting slime that can assume the form and powers of those who he comes in contact with. This first time you fight him he's in his natural state – a rancid splash of deadly goo. And he's hard. Let him get close and he'll mash you up worse than Venom did. The key is to keep running and jumping away from him until you're on opposite sides of the 'sonic bubble' in the centre 1. He'll soon start to lob red stuff at you, so keep running to dodge it 2. When he's done with chucking his glutinous turds at you, he'll leap over the bubble for some one-on-one 3. This is the time to stand and face him and as soon as he lands you can fire a web ball at him 4 which will knock him backwards into the sonic bubble 5. He doesn't like that 6, but you need to repeat it a few times to kill him. Practice makes perfect.

19: SPIDEY VS MONSTER OCK!

This guy's got a killer touch







Welcome to one of the scariest boss battles ever. You may have thought that you'd seen the last of Carnage after your first fight but his insidious slime ends up taking over the corpse of Doc Octopus to form the deadly Monster Ock. We don't know where the new name comes from either. You can't actually hurt Ock yourself, all you can do is run away. If this guy so much as touches you, you're dead as a dodo. He's super-hard. But don't just run though, as he's also quick as a gazelle and will catch you up in no time. You've got to swing as much as you can because it's faster 1.

Watch out for our webbed friend's spider sense tingling 2 – it means you're coming to a dead end and need to hit R1 to zip onto the ceiling and up to the next level. These ascents are the hardest part of the chase, so practise hard. Each floor follows the same layout, until you leave floor 3 for floor 2. Then it's all new territory 3. Get to the very top and the building blows up and Monster Ock along with it. Phew.

EASY

Are you good enough at games to win a tenner for your troubles? If you can come up with some mega-useful tips, codes or cheats for a game on any format then we'll reward you to the tune of ten quid. Send your entries to the usual address.

TIP OF THE MONTH

PlayStation

■ TOCA – WORLD TOURING CARS

Earn a free game just by finding a cool tip and sending it to us. This issue, Sadie Hunt of Gillingham has these codes for your pleasure. A copy of Colin McRae Rally 2.0 is skidding its way to you now, Sadie.

Enter these codes in the options menu at the Enter Cheat Code mode. Activate them in the Bonuses menu.

CHEAT	CODE
Mirror mode	WEFLIPPED
Doubles hill/obstacle height	TWINPEAKS
Motion blur	ETHANOL
Extra car speed	GRUNTSOME
Low gravity	EUROPA
Chrome cars	T2
Nitro boost (press L1)	GLYCERINE
Race without steering	RAILROAD
Car flips when on rumble strips	KERBKRAWL
Soft suspension	VANISHING
Invincible car	MADCAB

LAP
1 / 4
POS
8
TIME
00:09.17
GEAR 4
MPH 076

PC CD-ROM

■ HEAVY METAL: F.A.K.K.2

Steven Hawkins in Widnes, you share the same name as an eminent and ridiculously brainy physicist, and like him, you know your specialist subject extremely well.

During play, bring up the pause menu and go into the Video/Audio option. Select Advanced and on the right-hand side click on 'Console'. Now, when you are playing, if you hit the Tilde (~) key you'll bring up the console. Type in the codes below for their corresponding cheats.

LEVEL SELECT: After enabling the console, type in 'map (map name)' to skip to that level, but don't put the level name in brackets. Here's a list of the level names for you to input; blood, cemetery, cliff1, cliff2, creeperpens, end, fakkhouse, fog, gruff,

CHEAT	CODE
Invincible	god
All weapons/items	give all
Restore health	health 100
Walk through walls	noclip
Enemies are sitting ducks	notarget

DREAMCAST

■ WWF ROYAL RUMBLE

The WWF craze shows no signs of abating. Kenny Friend in Newcastle has some cheats to get more fun from your Dreamcast.

Mankind
Eliminated 0
02 18
Stone Cold
Eliminated 0
Stone Cold
2P
SUPERSTARS LEFT
Stone Cold
Eliminated 0
1P

KNOCK THE REFEREE OUT: Those clever people at THQ have written a super fun option into the one player battles. If you hit the ref twice with a weapon, the game'll tell you 'the referee is knocked out!'. Now you'll be able to do any dirty tricks you like for ten to 15 seconds while the ref is unconscious.

DIFFERENT MENU BACKGROUND: Change the background by entering the Ranking menu and view each section. When you now return to the main menu you'll have a different background. Do this as many times as you like for a different background each time.

UNLOCK SHANE MCMAHON: Unlock this hard man by beating the game in Exhibition mode on any difficulty setting. Easy as that.

■ VIRTUA TENNIS

William Trent in Glasgow bags a crisp tenner for these centre court cheats and tips.

PLAY AS MASTER: To unlock this secret character, go through Arcade mode without continuing and Master will challenge you at the end. Defeat him and he'll be selectable in Arcade and Exhibition modes. To do so, just highlight Courier and press left, or Kafelnikov and press right. To perform Master's unbelievable underarm serve, press A + X + Up.

PLAY AS KING: First unlock Master in Arcade mode, singles. Then go through Arcade mode in Doubles, the last match will be against Master & King, beat them to unlock King in Arcade and Exhibition modes.

SECRET OUTFITS: The first 20 outfits can be purchased, the other eight are bonus outfits, you get them by getting outstanding results in the Level 3 Training courses. Here's what you do. Return Ace – hit all the boxes with two shots. Pin Crasher – get all strikes. Cannon Ball – win before the timer turns red. Giant Ball – win before the timer turns red. Smash Box – win before the timer turns red. Drum Shooter – make all the shots that you take. Bulls Eye – get a score of 7,000 or above. Big Wall – Win before the timer turns red.

MONEY

PLAYSTATION

■ F1 RACING CHAMPIONSHIP

Looks like Schumacher has got another F1 season sewn up now. So thanks to Danny Ridden in Stockport for sending in these codes that should at least mean there's more F1 action to be had at home on your console.

When in Arcade mode on the Track Selection page, press Up twice, then Down twice, and then L1, R2, L2, R1. If you entered the code correctly, you'll hear an engine noise and all four of the Arcade levels will be unlocked. Have fun, speed freaks.

LAP 3/8
POS 2/22
BEST LAP 1:26.597
LAP 0:32.893
HAKKINEN
ZANARDI
WILLIAMS
13
LAP 2
FASTEST LAP 1:24.682

Considering so little happens in real F1 these days, the videogame versions of it are mighty fun to play, especially with some handy codes

■ X-MEN: MUTANT ACADEMY

Robert Reyes from Manchester sent this list of extras. The masochist must've played it for ages!

UNLOCK BOSS CHARACTERS: Beat the game with at least four characters to unlock the bosses.
UNLOCK THIRD SUIT FOR EACH CHARACTER: Graduate the Academy with straight 'A's as any character. Select by pressing Circle.
MAKING OF X-MEN MOVIE SHOTS: Beat the game with all characters using their film costumes (select with Square). Secret photos are now in Cerebro Mode.
SECRET COMIC PICTURES: Choose a character, enter them in Survival mode with their normal costume and get through ten rounds to unlock their pictures.
OPEN CHARACTER FMV: Beat the Arcade mode and graduate at the Academy to open that character's intro and outro FMV in Cerebro mode.

P5
70
WOLVERINE

X-Men: Mutant Academy – we didn't like it much but Robert Reyes from Manchester certainly did

GAME BOY COLOR

■ DRAGON WARRIOR MONSTERS

This GB game is a very Pokémon-esque affair but is actually more in-depth. Thanks to Jenny Sarai in Southampton for these.

HP135 MP163
HP355 MP119
HP228 MP119

GET MONSTER'S BEST SKILLS/BREEDING TIPS: Capture two monsters that have never been bred and have the skills you want. Preferably a male and a female. Take them with you to a Traveller's Gate containing stronger beasts. Bring lots of useful items like Meat Treats, Lovewaters and Warpwings. Let battles with two to three monsters last as long as possible and give Meat Treats to the monsters you want to improve. When the monsters get the skills you want, breed them.
SECRET GATES: Bazaar – give the men in the lower right corner a monster that knows a Fire attack. Well – give the Scientist a monster that knows the Lightning attack. Shrine Of The Starry Night – after beating BattleRex, head right of the shrine and battle Goopi five times in a row. Library – make sure you have at least 100 monsters,and then talk to one of the assistants and she'll open a secret room for you.

NINTENDO 64

■ TUROK 3

It took a short while before the Turok 2 codes surfaced, but it seems as soon as the latest game hit the shelves the cheats became available. Well spotted, Michael Brooke in Colchester.

With all of these codes, select the Secrets menu and then select Enter New Secret. Activate them in the Secrets menu.

CHEAT	CODE
All Weapons	Owl, Bear, Owl, Bug (green), Hawk, Owl
All Keys	Lizard, Dragonfly, Bull, Bear, Wolf, Eagle
Big Hands & Feet	Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote
Big Heads	Cougar, Wolf, Snake, Rabbit, Lizard, Coyote
Invincibility	Raven (purple), Salmon, Eagle, Bear, Lizard, Rabbit
Unlimited ammo	Salmon, Elk, Bull, Snake, Eagle, Salmon

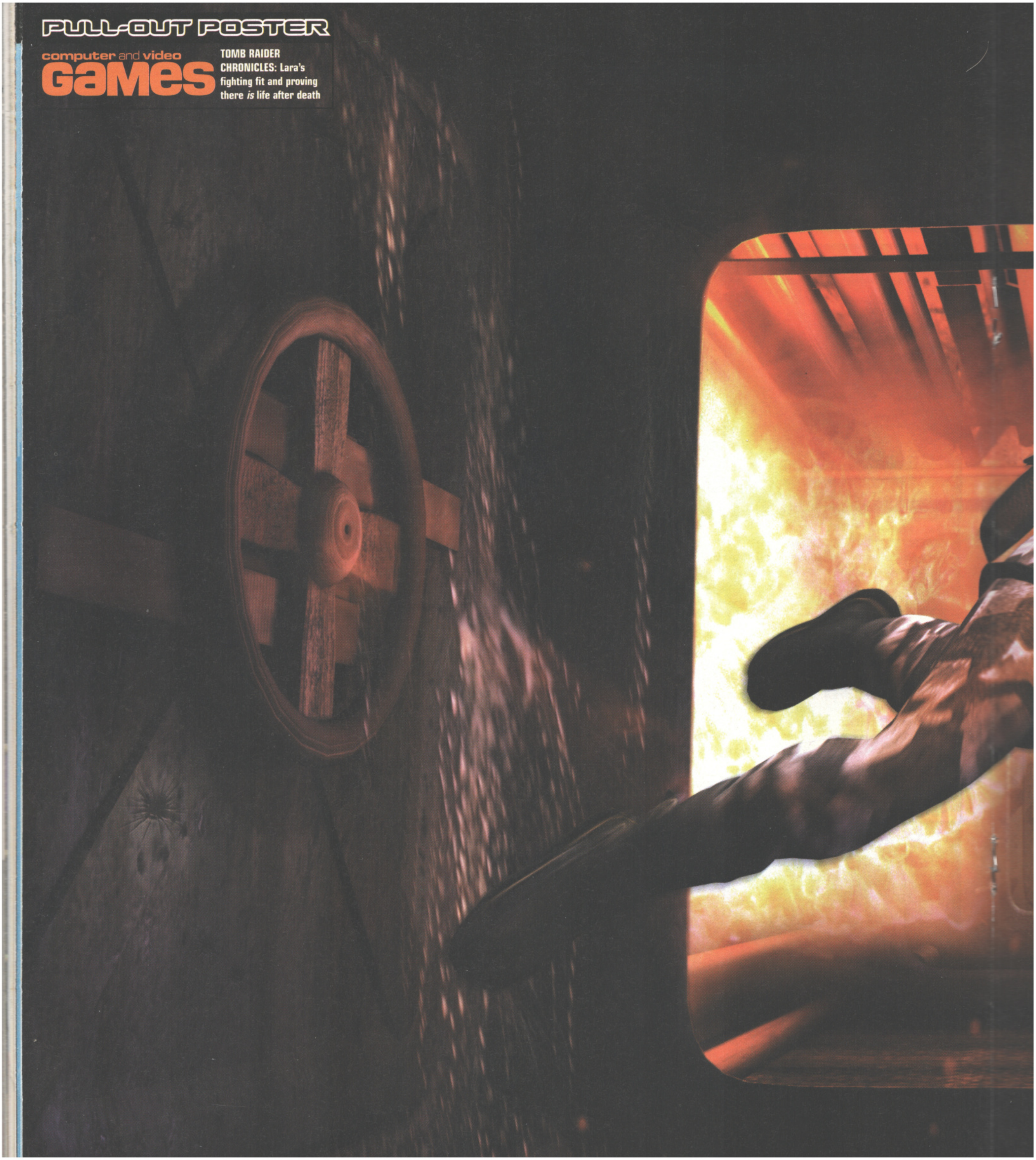
■ MARIO TENNIS

James Weston in Plymouth completed this in under a week. That's some ability.

STAR PLAYERS: Earn a maxed out star player by beating the Star Cup. Hold the R button as you select your character.
BABY MARIO AND YOSHI COURT: Win the Mushroom Cup/Singles Tournament with Yoshi.
BIRDO AND YOSHI COURT: Beat the Star Cup in Tournament mode, doubles.
DONKEY KONG COURT: Beat Mushroom Cup/Singles Tournament with Kong.
PLAY AS DONKEY KONG Jr: Complete the Star Cup/Doubles Tournament.
PLAY AS SHY GUY: Beat the Star Cup/Singles Tournament with anyone.
SUPER MARIO BROTHERS COURT: Beat the Mushroom Cup/Singles Tournament using Mario.
WARIO AND WALUIGI COURT: Beat the Doubles Star Cup with Wario.

computer and video GAMES

TOMB RAIDER CHRONICLES: Lara's fighting fit and proving there *is* life after death



WORDS: LEE SKITTRELL **PHOTOS:** KENNY P & MATT HOWELL

THE GOOD, THE

Which controller is best for first-person shooters on any for

They say a workman should never blame his tools but in the world of first-person shooters it can just about be excused. Your speed on the draw in multiplayer frag sessions really does depend on your controller. With both PS2 and Dreamcast coming up with the online FPS goods, the prospect of a cross-format gunslinging deathmatch has got us wobbling all over. Imagine playing *Quake III Arena* on your PC against DC-using Germans and PS2-wielding Frenchies, all via a phone line. But would one format have a controller advantage? Could joypad-wielding DC-ers compete on a level playing field with mouse-equipped PC-ers or vice versa? We test out which controllers are best for FPS slaughter on PC, DC and PS2. Don't buy a new controller till you've read below...

THE TESTERS

NAME: Johnny 'Bumdance' Minkley
FAVE SHOOTER: *GoldenEye*, N64
"I love my console shooters and I'm kinda new to the PC FPS stuff. I like what I've seen though and using a keyboard and mouse is magic."

NAME: Les 'Hiccup' Ellis
FAVE SHOOTER: *Half-Life: Opposing Force*, PC
"I didn't believe that a joypad could give the same level of intuitive control until I'd played PS2 *Unreal Tournament* with a trusty black pad. It's awesome."

NAME: Lee 'Hopalong' Skittrell
FAVE SHOOTER: *Perfect Dark*, N64
"I like my FPS controls sweet and simple, and only the layout of an official Nintendo pad can offer that. Nothing else comes close."

THE TESTED

The real meat of this test is the collection of peripherals we trialled – how effective they were for FPS action and the different ways they let you play. And how better to test the best controllers than on the best FPS games out there? Our lucky testers got to play a whole heap of *Half-Life* on both PC and Dreamcast and unlimited *Unreal Tournament* on PC and PS2 (and yes, both console versions also support mouse and keyboards). Sometimes it's good to be a games journo...

THE GAMES

HALF-LIFE

Best shooter on Dreamcast and still one of the best on PC. Which will win out? Mouse or pad?

UNREAL TOURNAMENT

Superb on PC and will rock the PS2 next year. We compare different control methods

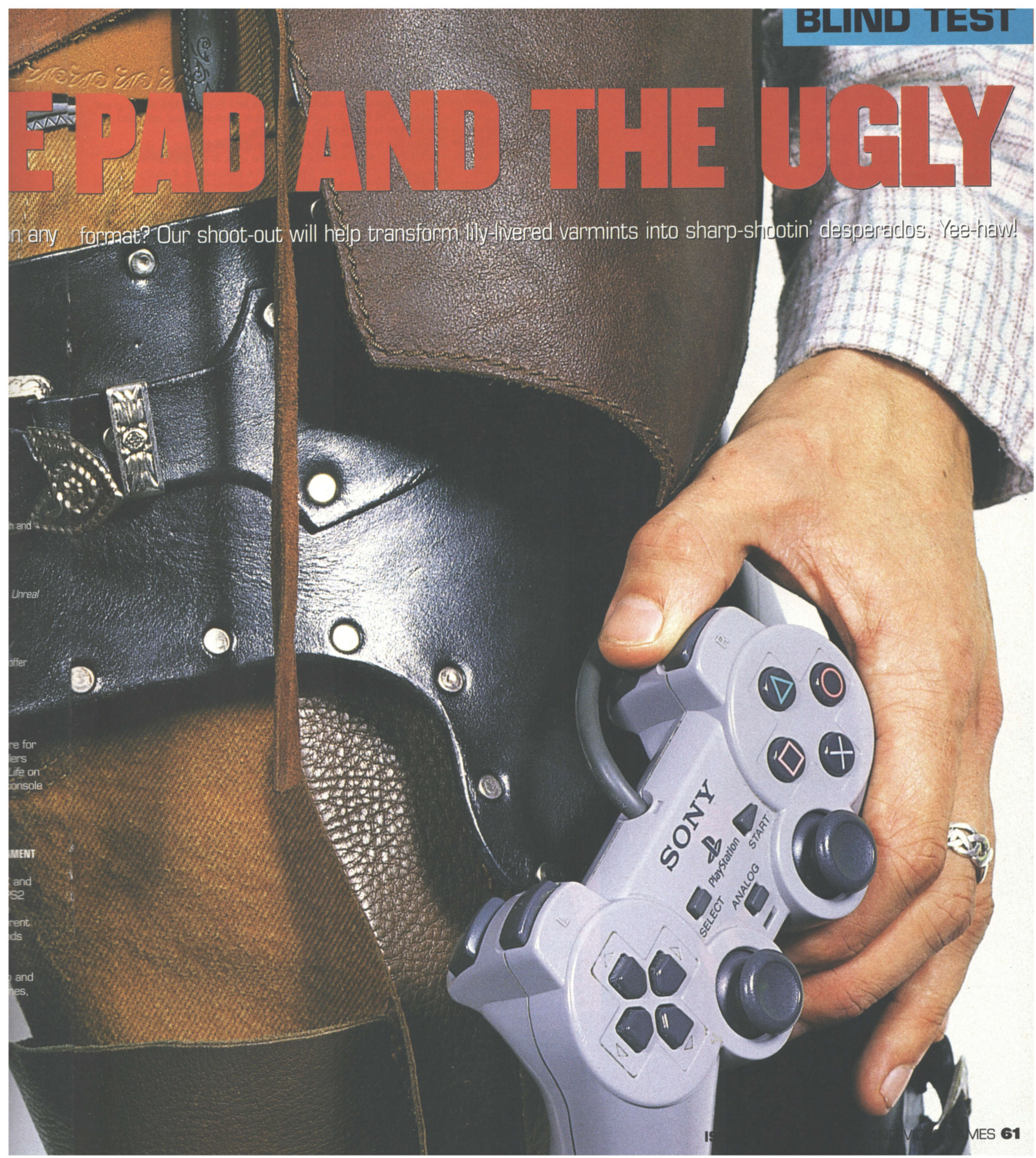
THE CONTROLLERS

We tested eight different control methods. Over the course of the test some got loved up and some got kicked to the curb. This test is all about how good the products are at FPS games, nothing else. Check out our full test over the page to see what we reckoned.

- Standard PC mouse/keyboard
- PC Trident pad
- PC cordless Trackman wheelmouse
- PC Panther XL
- PlayStation dual shock controller
- PlayStation mouse
- Dreamcast offical pad
- Dreamcast mouse/keyboard

E PAD AND THE UGLY

n any format? Our shoot-out will help transform lily-livered varmints into sharp-shootin' desperados. Yee-haw!


SONY
PlayStation
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Unreal

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Life on
console

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PS2

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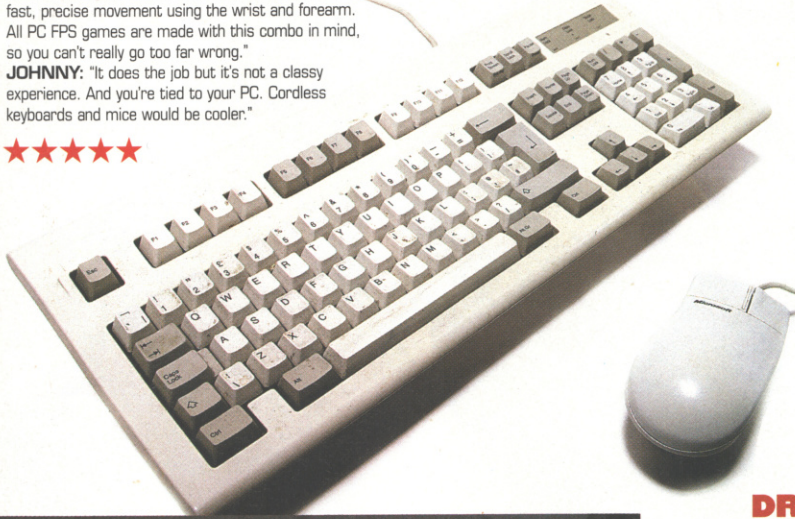
nes,

STANDARD PC MOUSE/KEYBOARD

LES: "It's bog-standard but it works damn well for fast, precise movement using the wrist and forearm. All PC FPS games are made with this combo in mind, so you can't really go too far wrong."
JOHNNY: "It does the job but it's not a classy experience. And you're tied to your PC. Cordless keyboards and mice would be cooler."

★★★★★



PC PANTHER XL, MAD CATZ

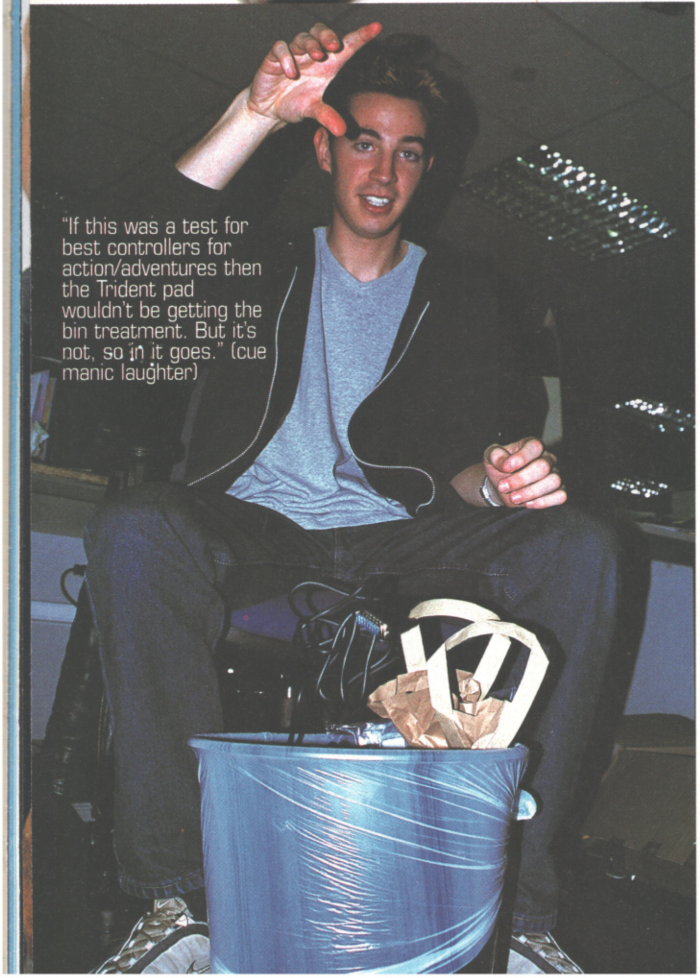
JOHNNY: "This is weird. The stick is sensitive and the trackball works great as a mouse but it's all back to front – looking around with your left hand instead of your right is just odd."
LES: "It *is* weird but it works pretty well once you get used to it. But assigning functions to keys and calibrating the stick is a right faff."
LEE: "This is great if you've never played with a keyboard or if you're left-handed, or even if you want to give yourself an extra challenge. I agree that it doesn't feel quite right though."

★★★

DREAMCAST OFFICIAL PAD

LEE: "A lovely white pad that's fab for *Sonic Adventure* but a bit lame for *Half-Life*. Crouching looking and moving about is especially frustrating but it's not totally awful. And a lot cheaper than forking out 20 quid each for a keyboard and mouse."
LES: "It can be fiddly for sure, but the official pad still lets you play the Best Shooter in the World on your itty-bitty DC. Not hugely worse than playing on a PC with keys/mouse, but different."

★★★



"If this was a test for best controllers for action/adventures then the Trident pad wouldn't be getting the bin treatment. But it's not, so in it goes." (cue manic laughter)

DREAMCAST MOUSE (EUROPEAN) AND KEYBOARD

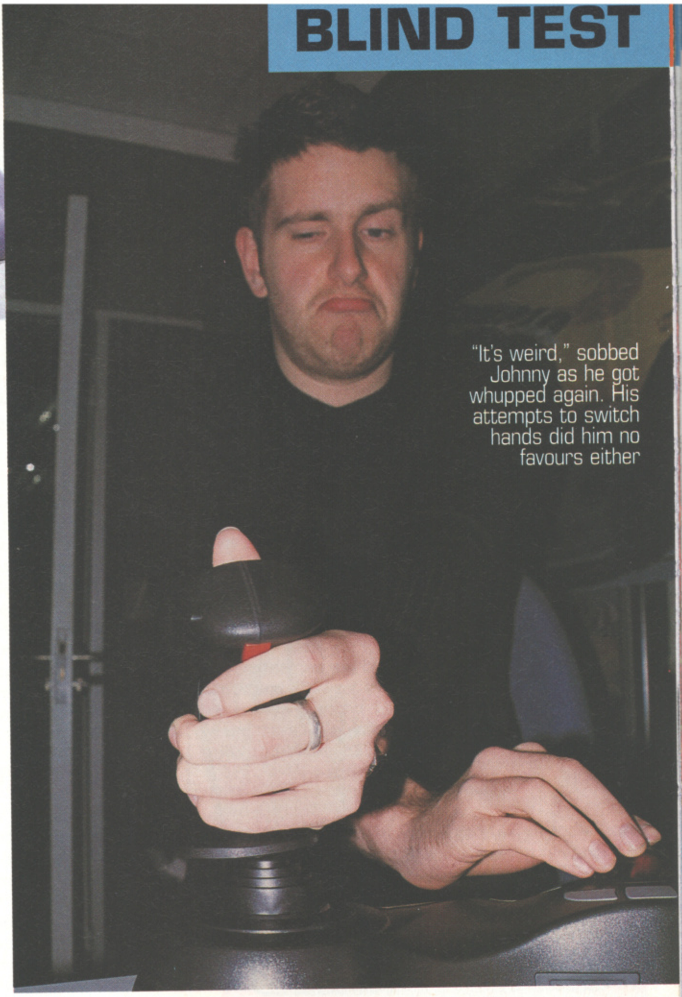
JOHNNY: "The keyboard's just a keyboard but the four-button mouse is wicked. I reckon playing *Half-Life* with this kit rivals the PC experience and, even better, there's nothing else like it on any other console."
LEE: "It's good and all, but playing a console game with a mouse is odd at first. It's better than the official pad but only a little bit and if you don't play PC FPSs it'll feel strange for a while."
LES: "This is the stuff. It's just like playing on the PC version – right down to the funky mouse wheel. Come on!"

★★★★★

PLAYSTATION OFFICIAL DUAL SHOCK CONTROLLER

LES: "*UT* on PS2 shows just how good shooting with a joypad can be, even using a PS1 controller. It's intuitive, natural and fast. *UT* also lets you configure the pad. Quality."
JOHNNY: "It's good but I still prefer the N64 pad for console FPS action. *GoldenEye* fans will struggle to get to grips with this at first."

★★★★



"It's weird," sobbed Johnny as he got whupped again. His attempts to switch hands did him no favours either

PLAYSTATION MOUSE

LES: "A little bit better than the pad and you can save money by using any USB keyboard (or USB two-button mouse) thanks to PS2's connections. Easily as good as the PC version and on a much less expensive machine."
JOHNNY: "Better than I thought it could ever be. Easily the best the way to kick ass on multiplayer sessions."
LEE: "The pad's good but using a mouse and keyboard is even better. Virtually indistinguishable from the PC experience in terms of control and accuracy. Awesome."

★★★★★

PC TRIDENT PAD, LOGIC 3

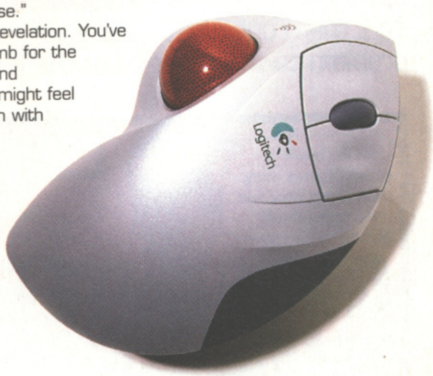
JOHNNY: "Oh blimey. This isn't really designed for FPS games so I don't want to be too harsh about it. It's pony though".
LES: "Is this a joke? It may well be good for puzzle games and for pointing Lara where you want her to go, but for the likes of *Unreal Tournament* and *Half-Life* this sucks ass, big time".

★

PC CORDLESS TRACKMAN WHEELMOUSE

JOHNNY: "There's no cord! And it's pretty cool too. The range is good but you'll still need a keyboard as this only works as a mouse."
LEE: "I thought it was a revelation. You've got to have a steady thumb for the sensitive wheel though, and hardcore shooter heads might feel they're less accurate than with the standard mouse."
LES: "Nowhere near as good as the trusty mouse/keyboard combo and aiming with the trackball is horrible. I hated this."

★★★



CVG RECKONS

Our sharp-shooting testers have delivered their verdict: to really kick butt and become a frag-meister supreme you'll have to grab a mouse and keyboard, whatever your system. They are simply the fastest and most accurate controllers in 3D shooter environments. No problem on PC but you'll have to splash the cash to get equipped on a console - unless you've got a PS2 and a PC or Mac with USB mouse or keyboard. If you're serious about your shooters and want to mess with the big boys online, it's a good investment. If you're less fussed, both the PS and DC pads are fine – especially the twin analogue sticks on the PS that let you move and look simultaneously with ease. Playing with PC pads and other PC controllers will put you at a disadvantage when facing a mouse-toting opponent. That said though, while PC-ers are used to being tied to a desk, will console-rs really be happy sitting in front of the telly with mates using a mouse?

WHAT YOU NEED TO KNOW

Everyone reaches that point in a game where they just can't get any further. But not everyone has those tips junkies, **The Masters** to sort them out. Just send your problem to the address at the end.

Star Trek Invasion: **How to find Level 5's secret missions**

Alien Resurrection: **Defeat that filthy Newborn and finish the game**

STAR TREK INVASION

Just completed Level 5, but on my map screen I can see some empty blocks before Level 6. Is this a level? What do I do to get to it? Is it essential that I play it to complete the game?
Martin Stetson, Gillingham
Yup, you're right, there are two secret levels in that area. After you've destroyed the Energy Plow, you'll see some wreckage. Pick it up with your Tractor Beam and you'll open up Level 5A. Also, close by you'll see two big asteroids – there's another bit of wreckage in between them that opens Level 5B. You don't have to do these, but they're well worth a look.

ALIEN RESURRECTION

I'm at the end and want to beat the Newborn on my own. But I can't. Please help me.
Sarah Harris, Rochester
You can't kill the Newborn the usual way. Run away from it, then go into nearby rooms to turn a series of valve handles. This will unlock an outer door in the cargo hold. Then, at a window that looks down into the Cargo Hold, press the button there to send the Newborn straight to Alien/human hell.

TENCHU 2

How do I defeat Lady Kagami on the last level of Rikimaru's quest? I get past the bit where she uses her Fan but when she gets out her great big sword she slices me up like a pack of Pringles.
Robert Vabato, Leicester
Jump onto the stage and smack her up as she's climbing up. If this doesn't work use Smoke Bombs to paralyse her and then hit her from behind.

PARASITE EVE 2

I've passed a safe in a loft and didn't know the combination so I continued on. But now I've reached a stage where I'm in a laboratory in a shelter and don't know what the password is for the computer. Can you help?
James Destelle, Maida Vale
No problem. The loft safe combination is 4487 and password for the computer in the shelter is A3EILM2S2Y. Problem solved.

PARASITE EVE 2

I've got into the Neo Ark area and I've solved the puzzle in the shrine. I've made it to the pyramid but nothing makes sense there.
Alfonso 'The Beast' Cagliano, Clerkenwell
Turn the dial at the pyramid base four times and the symbols will match the numbers. If you then go to the pavilion, you'll find a stone post by the entrance. The symbols on this correspond to the number of times you have to step on the tiles on top of the pyramid. So, step on the blue tile six times, the white one twice, the red tile three times and finally the yellow tile five times. A lever will emerge – pull it to move the bridge. Now just cross to the island.

DRACULA RESURRECTION

I'm in Dracula's Castle. In the library I picked up items like a black ball and a key. I've opened a door with the key I found but can't go any further.
Joe Tully, Liverpool
The key you used should have opened the door to a garden. Go through and back to Dorko. Show her the black ball and she'll change it into a crystal ball. Go all

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computer and video games GUARANTEED WINNERS

Here we are again with the cream of this month's crop of gaming nuggets. Remember there are tenners up for grabs if you've got some tips of your own to send in to Easy Money on page 56.

DREAMCAST

■ Ecco The Dolphin
SECRET DOLPHIN SOCCER GAME – First go to the Powers Of Levitation level. Swim to the large middle underwater building. Find the Information Shard. Enter the tunnel here and swim through to an oval door. Ignore the side paths, head through to the end. Use the clan member's air supply. Turn and face the entrance to find an oval section of wall to the left that's moving slightly. Swim through it and grab the Stealth power-up. Now swim back. Touch your nose to the right yellow light that's appeared to be taken to the footy game.

NINTENDO 64

■ Disney's Tarzan
CHEAT MENU – At the Main Menu press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now you can turn on or off any of the cheats in the game!

■ Rainbow Six
OPEN ALL MISSIONS – Enter VZRFTMQ2G8SQ as your code at the Quick Start or Load Campaign screen. But make sure that you don't have a Memory Pak inserted or it won't work. Now every mission will be unlocked, but you can't save your progress. Enter the code again the next time you switch the machine on and you're there.
VETERAN PASSWORDS – See below for a handy table that gives you the password for each level on the hardest difficulty setting. You'll never be stuck again.

Level	Password
Red Wolf	1ZL1S2RF2MQQ
Sun Devil	BJJBC3RF25QQ
Eagle Watch	BZJBSMRF28RQ
Ghost Dance	CZBCS5RFFMRQ
Fire Walk	DJBDCYRFF5RQ
Lion's Den	DJDDC6R2FWR8
Deep Magic	LZBDS8R2F8RQ
Lone Fox	MJB2D1R2G2RQ
Black Star	2ZB2T2R2GMQQ
Wild Arrow	FJJFD3R2G5RQ
Mystic Tiger	FZJFTMR2G8RQ

Tenchu 2: Put paid to that deadly fan bitch Lady Kagami

Parasite Eve 2: Learn the safe combination and computer password

Metal Gear Solid: Find out how to survive the horrific gas trap

the way to Dracula's room and put his picture back just in front of the chimney. Put the crystal ball where it was before and look through it to see three symbols on cards that Dracula is holding. Now push the three symbols here to open a secret path.

METAL GEAR SOLID

My PlayStation was really proud of me. But this changed as gas disintegrated my lungs… I know I'm near the end. I've changed the symbols on my PAL card and inserted it into the computer three times. But now I've been locked in the control room and gassed to death. I don't know what to do and can't continue until this problem is solved.
Anesh Bhudra, Birmingham
Don't let your disappointment cloud your judgement Anesh – there's a simple solution. First equip your Gas Mask, then call Otacon. He'll bypass the door security for you and let you out.

DEUS EX

I've just come from New York after helping my brother out and killing some men in black. Consequently I'm now on the side of the terrorists and have had to kill Agent Navarre in the Battery Park subway. I'm up to a stage where I have to battle Gunther or surrender and the problem is, I can't kill him and whatever I do I get transported to this prison facility. Any advice?
David Squires, Hereford
Unfortunately, you can't kill him. You have to surrender. Though *Deus Ex* has multiple routes depending on the choices you make, you can't avoid being imprisoned here. But once out of the cell, open up and free the NSF terrorist Miguel as he'll help you out a lot.

STAR TREK – ELITE FORCE

I'm near the end. Near the end I say! Phase 44 to be precise Captain. I'm at a boss called Vohrsoth and for the life of me I can't even come close to beating it. Help a sore-thumbed gamer out please.
Eric Jones, Pyle
There are several stages to this battle. At the first, just keep moving, using Health Terminals and shooting with the Arc Welder. Don't shoot the Space Moths as they'll soon disable the force field surrounding the seed. When they do, hit the seed with everything you've got as well as shooting the back portion of Vohrsoth with the Grenade Rifle's secondary function. Eventually he'll go down and you'll be the hero of the day.

TUROK 3

I'm in the Temple Of The Damned, right near to getting to the fiendish Oblivion. I'm in a room now and need a Sceptre to continue on but can't for the life of me find it. I've looked everywhere and now it's really doing my head in. Please help.
Steve Willis, Wednesbury
You can't have been THAT wound up by this puzzle Steve! If you were really frustrated you would've shot a few rounds into the air in anger! If you did you would have collapsed the ceiling and a dead body holding the Sceptre would have fallen down. Sorted, mate.

TUROK 3

I'm at the end of Chapter 2 and have come across this fearsome slimy water beast called the Xiphias. Before this I thought I was really good because I was racing through the game but now I'm completely stuck. Is it because I killed all its babies beforehand and now it is getting its revenge? Shouldn't I have killed them? Any help?
Ingrid Jones, Peterborough
No, you're supposed to kill its spawn and generally it's quite moody anyway. Put it out of its misery firstly by shooting it in the eye – the Tek Bow is good for this. Also, throughout the battle you need to strafe constantly and stay as far away from Xiphias as you can to avoid being hit by its yellow gob balls or grabbing tentacles. After you explode its eye, everything gets even harder, as you can barely avoid the balls. But you don't need to sweat for long, and this is probably where you are going wrong. Quickly climb up to the ledge where there's a switch and hit it, then jump into the water to escape. It'll now be toast.

GRIND SESSION

I can't be bothered to open everything up the hard way because I've got a brand spanking new copy of *TH2* waiting to be played. So, any cheats?
Richard Freeman, Nuneaton
Oh yes, er, dude. Here you go. This code will unlock all the tricks. Start a Tournament mode game and pause by pressing Start. Then hit Down, Left, Up, Right, Down, Left, Up, Right.

TONY HAWK'S PRO SKATER 2

What a game! This is everything the first one was and a whole lot more. But it's damn hard. Any cheats oh Masterful ones?
David 'rad' Wilder, Stevenage
Tut tut David, you should get your extras the hard way Anyway, this cheat will raise all your stats to ten. During gameplay, pause, hold L1. Hold L1 and hit X, Triangle, Circle, Square, Triangle, Up, Down.

PC CD-ROM

■ Midtown Madness
Spice up the turbo-charged proceedings with this lot of codes. You'll be the proud owner of some spanking new motors.

Vehicle	Name	Car
Van	vavan	Ford F350
Diesel Truck	vadiesels	City Bus
Compact Car	vacompact	VW Bug
Pick-up Truck	vapickup	Ford 350
Bus 2	vabus	City Bus
Delivery truck	vadelivery	Ford 350
Random Limo	valimo	Mustang GT
Black Limo	valimoblack	Mustang GT
White limo	valimoangel	Mustang GT
Yellow cab	vataxi	Cadillac
Green Cab	vataxicheck	Cadillac

GAMEBOY

■ Turok 3 – Shadow of Oblivion
GAMEPLAY CHEATS – Enter these cheats into the password screen using the A-Button, then press it again when the code is fully entered to activate them.
UNLIMITED AMMO – ZXLCPMZ.
UNLIMITED LIVES – FJVHDCK.
LEVEL PASSWORDS – Here's a couple of tables for your reading pleasure that tell you the password for every level on all difficulty settings. Enjoy your game, monster hunters.

Level/Easy	Medium	Hard
2- SDFLMSF	VLXCZVF	CJSDPSF
3- DVLFDZM	DPSDCVX	CMSDKCD
4- VFDSGPD	ZMGFSCM	SPFPWLD
5- CSDJKFD	HWKLFYS	TPDFQGB

PLAYSTATION

■ Parasite Eve 2
BONUS WEAPONS: Hypervelocity – Only available in Replay mode. First achieve an 'A' rating by getting 2,001 to 4,001 points in your first game then buy it for 20,000 BP in Replay mode. Gunblade – This *Final Fantasy 8* weapon is only available in Replay mode and costs 10,000 BP. Use R1 to swing the weapon and R2 to shoot at the same time the blade hits the enemy. Monk Robe – Play badly and get an EXP rating total of 14,510 or less at the end of the game. The Monk Robe will now be for sale for 3,000 BP in Replay mode.

Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW,
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mailbag

YOUR LETTERS

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STAR LETTER

ROBODOG VS PIKACHU

Strange rumours involving CVG are circulating on the Net, and I'm not talking about sightings of an undead Les Ellis seen stalking the graveyards of north London at dead of night. A reliable games site reports tales of something far spookier: gaming toys really behaving like you would expect them to. We've been told your pet robodog Aibo (a Sony creation) gets enraged and attacks Pikachu (a Nintendo creation) whenever they meet. Is it true? Have these toys been programmed to hate each other? If this is the latest weapon in the console wars, then whatever next? Consoles that detect rival makes of consoles nearby and destroy them with electromagnetic pulses?

Barkley, via email

Hmm, looks like we need to set the record straight here. Yes, we borrowed one of Sony's £2000 Aibos with learning intelligence, and yes, he got angry and knocked a large flashing model Pikachu over every time he saw it. But we believe that was because somebody had trained him to react to anything yellow. We don't know whether that's a default colour he hates from birth, who'd been training him, or why they chose yellow, but it wasn't anyone in the CVG office. No, honestly. Tell you what though, strange things do seem to happen to the WWF action figures when we all go home at night.

PHOTOGRAPHY: KENNY P

BAD KARMA-GEDDON

What's the matter with you? 'On consoles they were crimes against humanity', I can accept. But to say that 'on PC they were poor', is downright unacceptable. I am of course referring to your blasphemous review of *Carmageddon TDR 2000*. What kind of hallucinogenic drugs are you all on to have said the *Carmageddon* series was poor? I have the demo of *TDR 2000* on my PC, and granted, it doesn't look like that much of an advancement from *Carpocalypse Now*, but that's no bad thing. Said game along with its predecessor are still two of the finest pieces of software ever to grace my PC. Maybe you're all just stupid. I'm off now to buy a games mag that actually knows what it's talking about.

Squinky, email

DANCING RAGE

When are you gonna do a review or even a preview on Konami's amazing *Dance Dance Revolution* series. I heard you knocked it when you were indulging in Sega's *Samba De Amigo*. Don't get me wrong, *Samba* is a great game, but at least give *DDR* a chance. I think the main reason you knocked *DDR*, was because you were no good at it. You should have got me and my mates down there to show you how it's done. Anyway, love the mag, but I would love even more to challenge you to a round of *DDR* or even *Samba*.

Nicky D, via email

No good at *DDR*? Yeah, right! We stand by our comments that *Samba* is more accessible than *DDR* – players seems to be less self conscious with a set of maracas in their hands than dancing in front of a crowd. As for playtesting *DDR*, check out what Lee reckons to *Dancing Stage Euro Mix* on PlayStation in the In The Shops Soon section.

BLOKE JOKES

Two men in a pub. Bloke 1: 'Did you know that beer contains female hormones?'. Bloke 2: 'Really?'. Bloke 1: 'If you drink too much, you start talking crap and you drive terribly.' More jokes coming soon!

Big Ash, via email

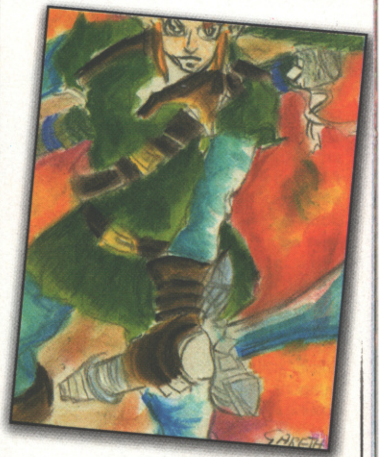
That'll do Ash. Now we need some jokes from girls to redress the balance. Any suggestions?

PLUG ME

I'm a young artist who wants to get involved in character design. Mainly my work is influenced by Yoshitaka Amano and Yoji Shinkawa. I've included some of my portfolio work. I would appreciate if you could print a little pinch of it.

Gareth Barry, Co. Cork

Go on then, just a smidgen. But don't make a habit of it.



JUST A PIPE-BLEEM

Would you please tell me when Bleemcast! is coming out, and where I can get it?

Andrew Davis, via email

When, if at all, will Bleem! packs for DC be released in the UK? I've heard loads about it so what's the story?

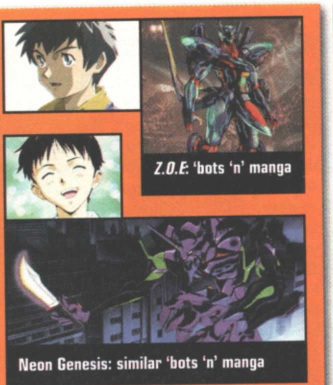
Martin Robinson, via email

Good question – we were promised Bleem! back in May and have been chasing it ever since. Why the delay? As much as we try we can't seem to get it out of them, but you don't need to be an Oxford professor to take a guess. Remember Sony's legal department's efforts to stop the PC version?

> *"Did you know that beer contains female hormones?"* **Big Ash, via email**

“GAMECUBE: It’s a square box. With a handle. Now how sad is that?” Amo, Middlesex

KICK IN THE BOT


Z.O.E. ‘bots ‘n’ manga

Neon Genesis: similar ‘bots ‘n’ manga

Have you noticed that the main character in *Z.O.E* looks and acts amazingly like the main character of Jap anime Neon Genesis Evangelion, Shinji Ikari? And the main robot in *Z.O.E* looks like a modified Eva unit 01? Its amazing how developers do such things – they come up with the most original ideas for their characters. Not!
Neongenisis, via email.

You’re not the only one to spot this – we’ve had a few emails making similar claims. Check out these pictures and tell us what you reckon.

IT’S OFFICIAL

I recently bought *Unreal* to go with the excellent *Unreal Tournament* and my mate said there was an add-on pack for it called *Unreal Mission Pack: Return to Napali*. He says it’s an official mission disc. I don’t believe him as at the time it was supposedly released I couldn’t see it in any stores. Does it exist? I thought you’d know.
Dan Lucas, Kent

You should listen to your mates more often, Dan – he was right. It’s an official add-on from Epic with new weapons and levels. Should cost around £15 and publisher Infogrames reckons there’s still some copies knocking around in UK stores.

GET A HANDLE ON THIS

GAMECUBE looks a good console inside, has good looking games and has the GBA to support it. But take a moment or two to actually look at the machine. It’s a square box. With a handle. Now how sad is that? It’s so square it makes PS2 look round. Admit it – people will buy good looking consoles. After all GAMECUBE’s hype, I think it might be an expensive flop. Just like I predict the PS2 will be. I honestly don’t know if I will ever buy a console again – these two consoles look awful. And on a final note, *Unreal Tournament* is wicked!
Amo, Middlesex

GAMECUBE and PS2 flops? We don’t think so. You’re not the first and certainly won’t be the last to take a dig at GAMECUBE’s handle though. Glad you like *Unreal Tournie* on PC. Shame you’re not planning to buy another console though – you’ll never know how wicked *Unreal Tournament* is looking for Sony’s next-gen.

I LOVE DREAMCAST

I work in a computer shop as a sales rep and so I’ve played every console game to date. To me it seems the Dreamcast is leagues ahead of the competition. If Sega get its online story sorted out, carry on producing Triple A games and manage to bring the price of the machine down to £99.99, they can’t lose.
Wayne Kelsall, Staffordshire

WHO’S A NAUGHTY BOY THEN?

All the censors do is moan about games, saying they are violent and influence kids to kill. I’m an average gamer. At 14 years-old, I’d say most of my games are bloody and involve violence (*Res Evil 2, GTA* etc), but I am not violent, and yes my mum does know I have these games and that I am underage. But she trusts me not to do anything like robbing cars in real life. My point is that a few kids out of the world’s population who play games becoming violent doesn’t mean the rest of us are. So to all the censors out there: you’re all a bunch of out-of-touch slap-nuts!
P.S. I sent you *Psychic Force*. Will you swap me something for it?
Jonathan Johnson, Liverpool

Seems like your mum’s the one who’s likely to get into trouble in the real world. But you’re not the only gamer who feels unfairly tarred by the same brush. Thanks for sending in the inferior PlayStation version of *Psychic Force*, though. A copy of *Driver 2* is still sitting on Les’ desk and won’t ever be winging its way to you. Anyone else who feels inclined to send us free rubbish and expect us to pilfer our prizes cupboard just for them can also expect a copy of Big Fat Nothing in exchange. When it comes to cool prizes, no-one gets preferential treatment.

PIKA BUMMER

I was reading CVG when I came across an article about a game called *Hey you Pikachu!*. I’m not a big *Pokémon* fan but the thing that caught my eye was the microphone thing that you used to order Pikachu about. I instantly realised the potential for the device. Imagine a *Hidden & Dangerous* style game where you control the leader of the team and instead of controlling all the characters simultaneously you gave them orders to carry out while you cut your way through waves of Nazi scum. This could also be done in flight sims (order your wingman to shoot down planes or cover you mid-battle) and soccer games.
Robert MC Elligott, via email

We thought the technological possibilities sounded exciting too. Except they’ve now decided not to release *Hey You* in the UK because it couldn’t understand our regional dialects. But don’t give up hope of seeing innovative sound-related gameplay just yet. Sega’s new online game, *Dream Dorobo*, lets one player direct another through a perilous maze using a microphone, sometimes distorting the speaker’s voice in amusing ways. We’re intrigued.

PIKA-SPEW

I must agree with the letter in Issue 227 about your biased opinion of games characters. Everywhere you go it’s ‘Gotta Catch ’em All’ and posters of that fat yellow blob. I then pick up your mag and read nothing but praise for it. All I hear is Pika-bloody-chu this or *Pokémon* that. I’m sick of it. Wise up.
Iron Bru addict, an institution on the Isle of Sheep

Nothing but praise for all things *Pokémon*? I’d hardly say a Three Star score for *Pokémon Yellow* means we’ve all painted ourselves yellow and are dancing naked round Pikachu idols at the Holy Pokémon Temple every Sunday. Well over a million UK players who’ve bought *Pokémon* on Game Boy alone would disagree with you right now. But as with all crazes, the bubble will eventually burst for *Pokémon*. The big question is… when?

GREY AREA

When is *Black & White* coming out?! It looks such a good game and I can’t wait. Tell me the release date and when you’re reviewing it.
Jack 7, via email.

What happened to Jacks 1-6? The news ain’t good on the *B&W* front. The PC version has now slipped to February or March. We’re not sure if this is because of gameplay balancing issues or avoiding the traditional Christmas games release rush. And don’t hold your breath for a DC version to appear at all.

WHO WROTE TO MAILBAG THIS MONTH

Craig McDermott, Maidstone; Daniel Barker, London; Andrew Eagleson, Ballymena; Michael Beeden, Eastleigh; Daniel Clark, Leeds; James Rathmell, Cheadle; Ben Jones, email; Mr David, Sutton; Adam Skews, Benfleet; Rob Massey, Shepton Mallet; Kyle Everall, Leeds; Stephen Friel, Ireland; Ben Ryan, Accrington; JKAZ, email; Mark Gibson, Dublin; Olavi Soosaar, Estonia; Ian C, email; Ayu, email; Daz Harris, Birmingham; Steven Cheung, email; Peter Murnana, email; Imad Kanoun, email; Jason Zammit, email; M Love, email; Ben Jones, email; Nemesis, email; Adrian Evans, email; Ciaran McDonnel, Sligo; Roger Guimaraes, email; Daniel Weatherley, email; Mark Procter, email; Kyle Dack, email; John Hooper, email.

“All I hear is Pika-bloody-chu this or Pokémon that. I’m sick of it” Irn Bru addict, Isle of Sheep

THINGS YOU WANT FOR THINGS YOU DON'T.
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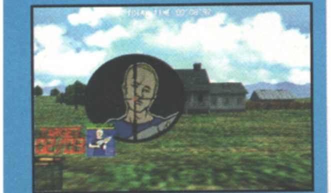
PLAYSTATION 2 REVIEW EXTRAVAGANZA

It's here! The agonising wait is finally over and on November 24th the first UK PS2s should be ready for collection by players who sicked up a deposit to get their names at the top of Sony's pre-order list back in September. By Christmas, 200,000 Brits will be decorating their living rooms with the new 300 quid next-gen. According to Sony, there's been a global parts shortage. Doesn't explain why the whole of Europe only got 500,000 while the US got a cool million. Still, Sony are making up for that early next year by promising there will be three million PS2s out in Europe by Easter – the same amount as the US. Just how many more PS2s that means for the UK and whether any of those will actually appear on a shop shelf, we don't yet know.

PS2 is an amazing bit of kit, but that doesn't mean much if it doesn't have killer games. So what are the PAL launch titles like? Back in the Summer Sony announced there would be 26 games. On the following seven pages, we've reviewed 20 of those - we simply couldn't get our hands on PAL code for the remaining six. What's more, the day CVG went to press, rumours were circulating that only 16 of those would actually be out for the 24th. So if some of the following games have slipped, we apologise - but it really isn't our fault! Our normal review section begins on page 78.

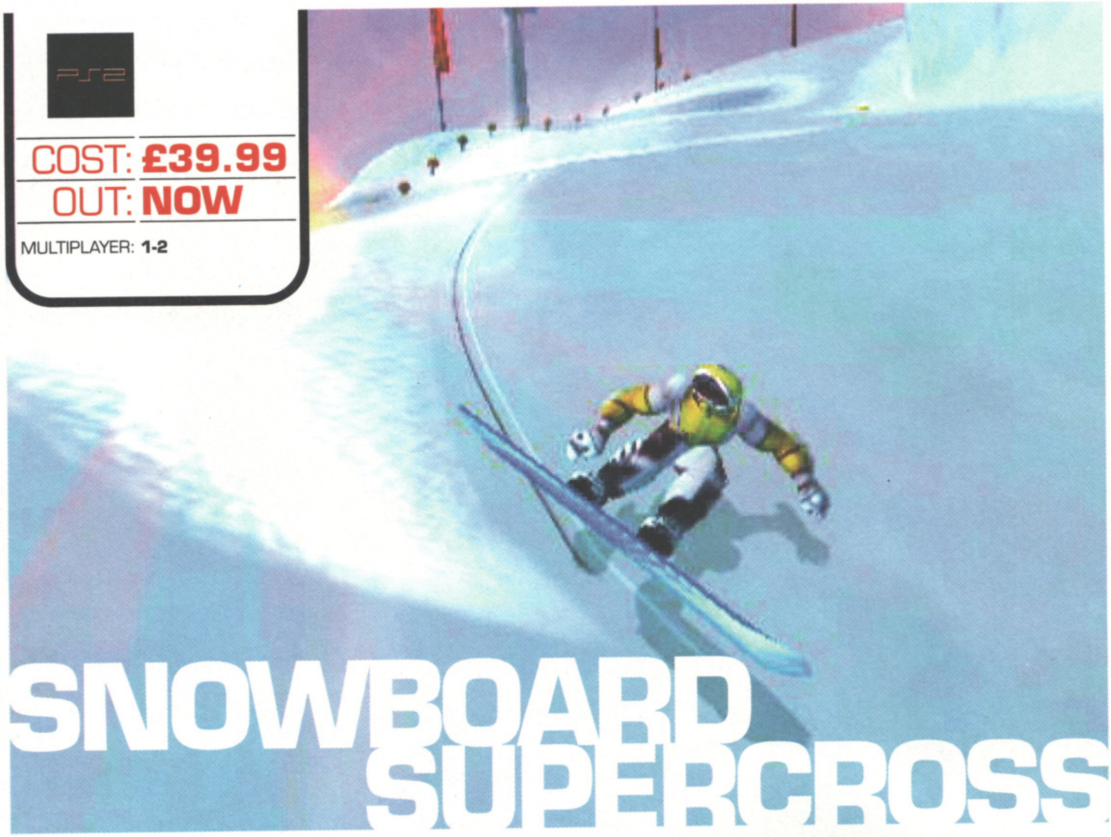
PS2 LAUNCH LINE-UP'S BIG HITTERS



73 SILENT SCOPE
Sniper action to die for

75 TIMESPLITTERS
Impressive shooter carnage

76 MADDEN NFL 2001
Touchdown!



PS2

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

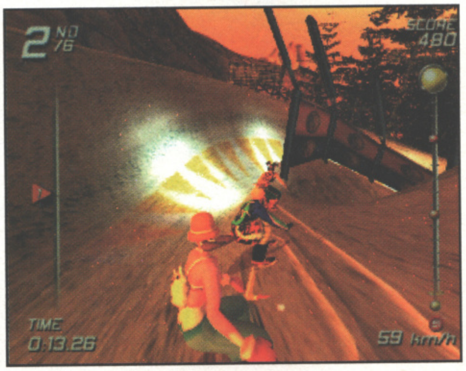
SNOWBOARD SUPERCROSS

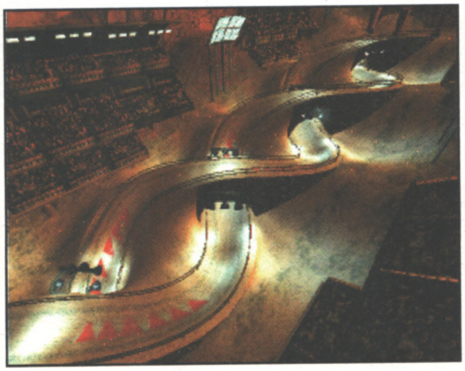
Hail to the new King of console Snowboarders

WORDS & SCREENSHOTS: LEE SKITTRELL

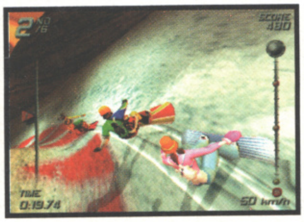
WHAT YOU NEED TO KNOW
Imagine the superb handling of *1080° Snowboarding* with the super-satisfying tricks and stunts of *Tony Hawk's*. Throw in some gorgeous and cunning courses straight from future racers like *F-Zero X*, along with more collectibles and unlockable features than you could ever ask for. And the gameplay? Blasting through *SSX*'s snowy mountain tracks is the most satisfying thing on PS2.

MR SHEEN
Everything about *SSX* shows a level of polish that'll make you all moist with joy. The staggering visuals and presentation hit you first, then you'll be blown away by the sheer speed of the thing. There's no pop-up or fogging either. Learning each boarder's tricks is the key to winning the Championship mode and opening amazing new courses and characters. Stunting during a race builds up your boost bar and the more stunts you do, the faster you can race. This makes for edge-of-the-seat moments and gives the action a tactical edge. There are power-ups, obstacles, short-cuts, and you can even smack up the other racers, *Road Rash*-style.





WORTH PLAYING?
Racing down mountains while pulling off amazing stunts is made so much fun largely because of the incredibly intuitive controls and natural handling. The learning curve is perfectly balanced and the wealth of ways to play the game ensures lots of replay. The action may be arcade-oriented but *SSX* has depth too. The best launch game and a must-have title.



computer and video Games
★★★★★

IF YOU LIKE THIS TRY THESE...
Trickstyle (DC), *Tony Hawks 2* (PS)

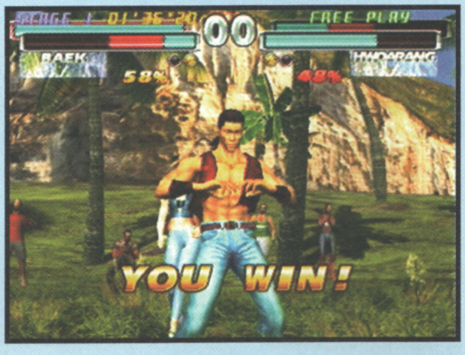
TEKKEN TAG TOURNAMENT

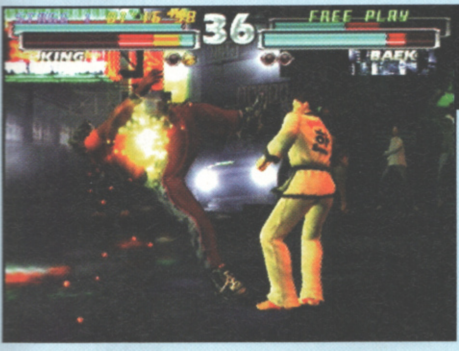
Now legendary series on the soon to be legendary PS2

WORDS & SCREENSHOTS: JOHNNY MINKLEY

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

WHAT YOU NEED TO KNOW
Essentially a handsome *Tekken 3* with knobs on, the UK version boasts full-screen play with anti-aliasing to smooth out all those ugly jagged edges present on import. The new Tag option means players need to be proficient with at least two characters to succeed, but other than making bouts longer, it doesn't do anything vastly different in terms of core gameplay. *TT* arenas boast none of the interactive scenery of *Power Stone* or stage switching of *DoA 2*, so in that respect combat is pretty traditional. Despite this, it's still great.





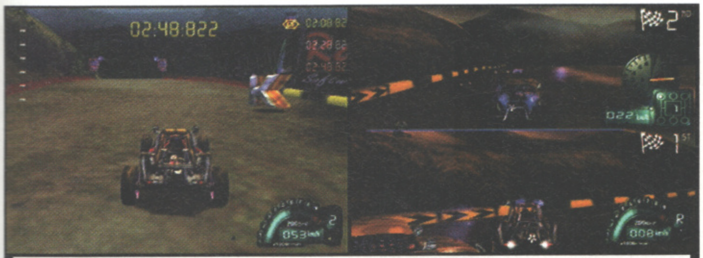
Backflip for max damage using the new double air biscuit attack. Not

***TEKKEN* THE MICK**
There's an impressive selection of characters available, with plenty more to unlock as you progress. Graphics are generally excellent, with fluid animation, great lighting and cool effects. The only downside visually is the inexplicable way in which backgrounds often scroll in the wrong direction when the arena rotates. Control is fast and responsive and rewards both expert and novice, making *TT* easy to pick up and play. Too easy, some will reckon. It's possible on easier settings for players to breeze through using just a few moves.

WORTH PLAYING?
Tekken veterans will lap this up like happy fat cats in a milk churn. It's a refined and polished beat 'em up, but other fighting fans may find it slightly disappointing that more effort hasn't been made to provide a significant advance on the series in terms of gameplay. It's also slower than the import version. An excellent fighter it may be, but it's not exactly the groundbreaking title that PS2 owners deserve after shelling out a big wad to go all next-gen.

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
Soul Calibur (DC), *Dead or Alive* (DC/PS2), *UFC* (DC)



WILD WILD RACING

Take a Walk on the Wild Side

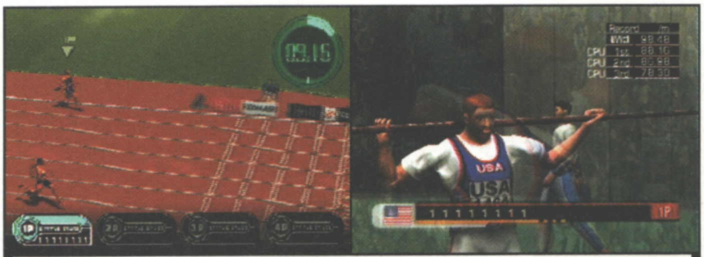
FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW
While *Wild Wild Racing* may not be the best PlayStation 2 racer, it deserves some credit for trying to do something different from the usual racers that are nice to look at but have all the depth of a puddle. With realistic off-road physics and handling, however, this is not a game for the kind of novice racer who doesn't use brakes in racing games.

INNOVATIVE
With it's innovative challenges and stunt courses, *Wild Wild Racing* has plenty to back up the main racing action, although the controls are a little frustrating until you get used to them – one slight tap of the brakes will too often send you sliding all over the place.

WORTH PLAYING?
It's a brave departure from the norm and deserves to be noticed because of it. *Wild Wild Racing* is one for hardcore racing game fans who fancy a change from tarmac-based racers. It's different enough to warrant a look, but not one for casual gamers.

computer and video Games
★★★



TRACK & FIELD

Joypad makers will be happy

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-4

WHAT YOU NEED TO KNOW
Those of you with worn down fingertips rejoice, the King of the button-bashers is back. You know the score by now: ten stamina-sapping events that have you mashing your joypads in an adrenaline fuelled frenzy. Only this time, it's all done with the help of some yummy PlayStation 2 graphical loveliness.

MULTIPLAYER JOY
The gameplay is as basic as ever, and despite the jaw-dropping graphics there isn't much one-player replay value. However, it does give you an excuse to invest in a multitap, as you can hook four players up for some manic hardware-destroying sessions. This four-player mode is the game's strongest selling point – there's little to top the satisfaction of hammering your best mate's record time or longest jump.

WORTH PLAYING?
One of the more visually impressive launch titles and, if you're into multiplay action that really does make you sweat, then worth looking at.

computer and video Games
★★★

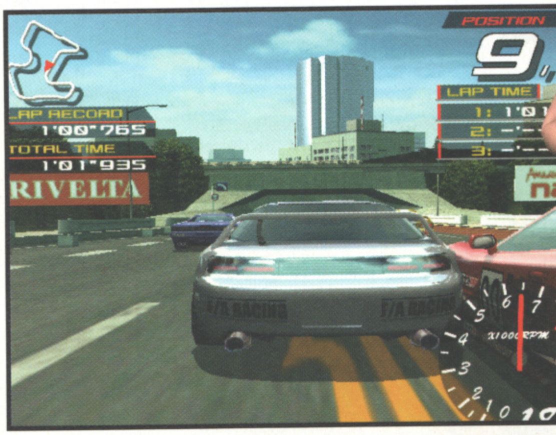
PS2

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

RIDGE RACER V

It'll still sell like stink

WORDS & SCREENSHOTS:
LES ELLIS



WHAT YOU NEED TO KNOW
First impressions: hey, it's shiny *Ridge Racer*. A few hours later - hey this really is... shiny. Nice lighting effects, but samey though. Few days later - hey I found a Pac-Man car, cool. It's still shiny *Ridge Racer* though. The developers have put so much work into making the game as shiny as possible that they forgot something - oh yeah, to make the gameplay any different from earlier *Ridge Racers* on PlayStation 1.

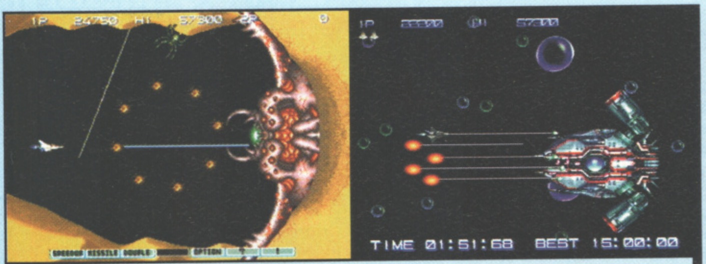
PS2 OLD TIMER
Seems funny to think of this as an old PlayStation 2 game already, but it is. When it first came out in Japan, everyone was slightly impressed with its speed and flash looks. Now we've seen other stuff in development, we know that this is a very quick conversion of the PlayStation series, and nothing more. It still suffers from a lack of depth and doesn't present too much of a challenge. The looks may attract new gamers, but anyone who has played a *Ridge* game before will ultimately be disappointed when they look under the bonnet.

WORTH PLAYING?
If you want a racing game that's going to show your mates why PS2 is supposed to be head and shoulders above the DC, *Ridge Racer* won't do it. It's fast, it's shiny - but so are *Metropolis Street Racer*, *Ferrari F355* and *Le Mans 24 Hours*. It's not doing anything those games don't do. Hardcore *Ridge Racer* fans won't be able to live without it though, even if it is just a shiny version of what has gone before.

It's shiny. It's shiny. It's shiny. It's... etc etc

computer and video **games**
★★★

IF YOU LIKE THIS TRY THESE...
Metropolis Street Racer (DC)



GRADIUS III & IV

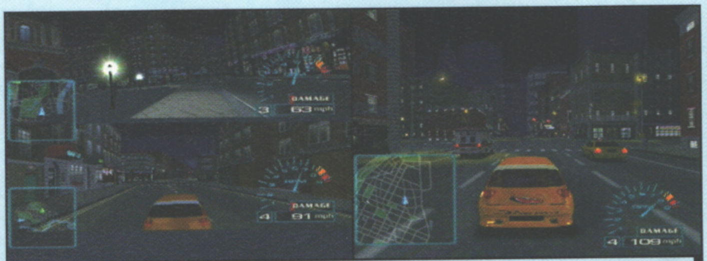
Old-school shooting doesn't make the grade

FORMAT: PS2
PRICE: £29.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW
Gradius games were the scourge of every seaside arcade during the Eighties and early Nineties, and the very best of the series - the third and fourth instalments - are presented here on your 21st Century next-gen. It's fun but no-brained action all the way as you blast wave after wave of aliens and massive bosses. The excellent power-up system will bring back happy memories to geriatric or retro gamers and it's still every bit as addictive and challenging as ever - well, almost.

WORTH PLAYING?
We've been torn apart at CVG over *Gradius III & IV*. We love the old-school shooting action straight from the arcades, but we hate the fact that given the power of PS2, there aren't more extras packed in. Both games are good but so simplistic you won't be showing them off to impress Dreamcast-owning mates. While some may argue that's not the point, most people will feel let down by a full-price purchase. Come on now.

computer and video **games**
★★



MIDNIGHT CLUB

Boy racers gone mad

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW
Based on a real-life club for street racing nutters, we were pretty worried about *MC* when we first playtested it, so it's good to see significant improvements. Racing around realistic cities like London now feels a lot more fun, not least because the slow-down has gone, and beating opponents for their cars is a real challenge. There are plenty of hidden treats in the cities, like ramps for spectacular jumps onto rooftops, or even onto an aircraft carrier docked in Tokyo bay.

WORTH PLAYING?
Add a two-player mode with lots of scope for racing round the huge cities and you get a game that's more fun than serious, but better for it. You can go wherever you want in the cities, so *MC* feels bigger than almost any other racing game out there. But it doesn't take long before you realise there isn't much more on offer than the challenge of point-to-point racing. Fun, but not one that'll be remembered for longevity.

computer and video **games**
★★★

SILENT SCOPE

But how the hell did it get past the censors?

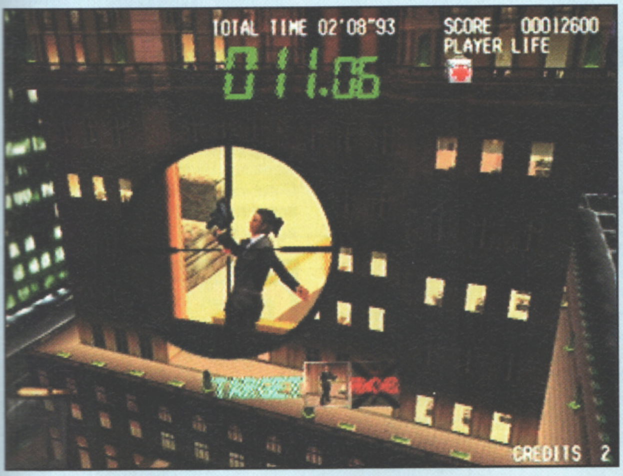
WORDS & SCREENSHOTS: LES ELLIS

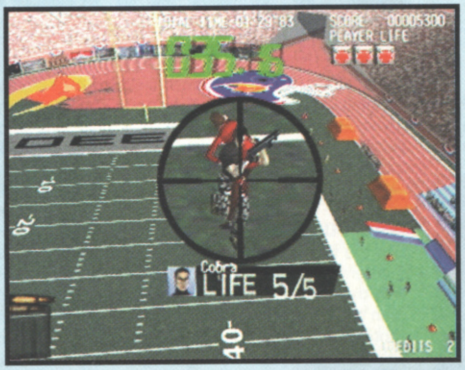
PS2

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
Silent Scope is a violent work of art. Think of every corny one-liner you've ever heard in an action movie and you'll utter it as you blast your way through terrorist scum. Be it on the road, on the top of a skyscraper, parachuting into a base or moving through the woods under cover of darkness, you can't help but laugh as you bust a cap in someone's ass. Get good and pulling off headshots becomes almost worryingly satisfying.

COOL KILLER
To make up for the lack of a rifle controller, Konami have included loads of training challenges to perfect your technique, with tight targets to reach to move on to the next. Throw in the multiple paths of the Story mode as well and there's enough here to keep you happy for days. Little touches like blowing out lights and generators throws in some variety and it gets hardcore towards the end, with bosses becoming stupidly difficult to kill.



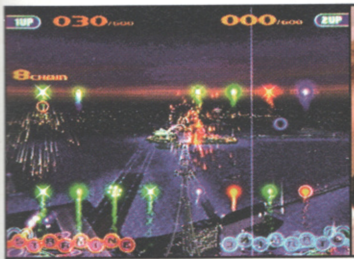


One of the first bosses you'll come across - Cobra. He's kidnapped the President's loved one and you gotta stop the freak escaping

WORTH PLAYING?
Yes. Even if you've completed the arcade version, there's new stuff to see. Most gun games tend to become boring and short-lived, but not so *Silent Scope*. A must-have for gun game nuts, though you can expect to see a few outraged newspaper articles coming to a newsagent near you soon. Just remember to tell your mum it's *only a game*.

computer and video
Games
★★★★

IF YOU LIKE THIS TRY THESE...
Time Crisis (PS), *HoD 2* (DC)



SUCCESS RATE

FANTAVISION

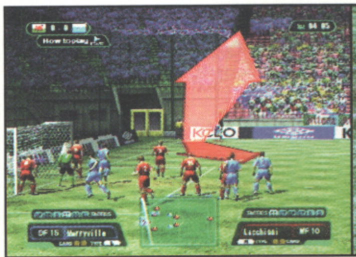
Fanta-stic! And now with two-player

FORMAT: PS2
PRICE: £24.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW
Like all the best puzzlers, the gameplay is so simple. You link different coloured fireworks together to form chains and set them off for bonuses. The same goes in the two-player mode that's new for the UK version, where the bigger the chain, the more of the screen you hog, limiting your opponent to playing in a tight space. It's all played out over amazing backgrounds on Earth and in space with some of the most chilled out music ever heard in a game. Throw in some bizarre 1950s-style TV ads (no-one knows why, they're just in there) and you have one of the most bizarre and original games around on any platform.

WORTH PLAYING?
Damn right it is: it's totally unputdownable. Once you move from frantically bashing buttons to carefully working out your chains, this will become one of the most addictive and memorable PlayStation 2 launch experiences.

computer and video
Games
★★★★



ISS

I Should've been Superb

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-4

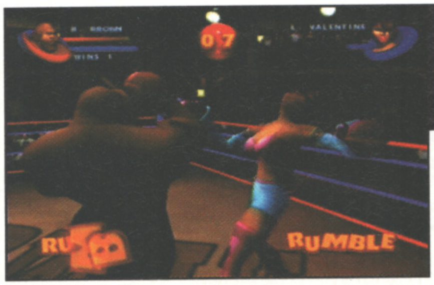
WHAT YOU NEED TO KNOW
It's not hard to make a sports sim *look* good on PS2 and the latest *ISS*, complete with all the real player names, doesn't disappoint on the visuals front. The players are superbly animated, the pitch looks a treat and the replays are quite something. But a football title needs to invoke the thrill of the real game to really make it. And *ISS* doesn't quite cut it.

GOOD PERFORMANCE, BAD RESULT
Yes, the players move, tackle, shoot and shimmy with impressive realism. Yes, the controls are well laid out and easy to pick up and the goals don't take long in coming. But for all that, something is missing here.

WORTH PLAYING?
Your team mates don't react to the game well, leaving you feeling a bit isolated on the pitch. Players have a strange turning circle making for some bizarre ballet-like moments of constant pirouetting. And tackling often boils down to frenzied button-bashing and not timing of the challenge. Good, but not great.

computer and video
Games
★★★

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**



The muscle-bound bloke gives the skinny bikini girl a pummeling. Now that's what we call sexual equality in sports!

A. THUNDER
M. JACKSON
RUMBLE

This one's for 'Heal the World' you pop-freak: BLAM! Watch out though, as the plastic popster's got some nifty moves to trash you with

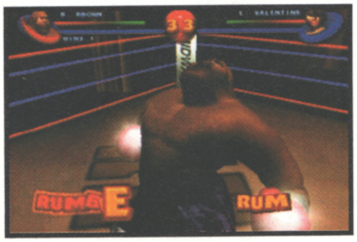
READY 2 RUMBLE: ROUND 2

Give your sparring partner a good licking... in the ring

WORDS & SCREENSHOTS: LEE SKITTRELL

WHAT YOU NEED TO KNOW

If you've been reading your CVG regularly, you'll know by now that this is the game where you get to lay the smackdown on the 'bad' one himself, Michael Jackson. A feature alone worth the asking price of a game. But you'll be pleased to read that alongside a pugilistic Prince of Pop, there's a corking game that provides plenty of single and two-player laughs.



DUCK PUNCH

Like the first game, *Round 2* features an excellent line-up of comedy boxers, each with their own strengths, weaknesses and even taunts to anger your rival. The fighters look better than before too, and you can watch their faces getting more and more battered as the fight goes on. There are loads of play modes and some brilliant rhythm-action inspired training games. The actual fights, though, can sometimes be a simple affair of punch, duck, punch.

WORTH PLAYING?

It's the comic side to the action that makes *Round 2* such a success and, while it's very similar to the first game, there are just about enough extra features to make this a worthwhile purchase. The fantastic training games add to the fun in Tournament mode, while unlocking all the new characters is hugely rewarding. The best new feature is the three-level Rumble gauge that can really spice fights up. The single player game is good but it won't last you as long as two-player. Great crack, providing you've got some mates. Oh, and there's an equally tasty DC version too.

computer and video games
★★★★

IF YOU LIKE THIS TRY THESE...
UFC (DC), *Tekken Tag* (PS2)

LAP POS
5/6
TOTAL TIME
6/6
APEX
RALLIART
AT
88
68

DRIVING EMOTION TYPE S

The S stands for Sh...ugar

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

No-one could ever accuse Square of not producing the goods when it comes to RPGs - *Final Fantasy*, *Vagrant Story* and the rest prove they can. But when it comes to driving games, they're left so far down the starting grid they'd even get overtaken by a milk float with a flat battery.

WORTH PLAYING?

Yes, if you like driving games that see you swerving into brick walls at the slightest press of a button. Even after you've mastered the fiddly controls, there's no reward for doing well (which will take you so long to do you'd be put off anyway). Two-player suffers as well, making this one of the most pointless UK releases, especially as it was virtually ignored on release in Japan. Still, the publisher has to keep Square sweet because they want all those other juicy future games. Look, laugh, but most importantly, avoid.

computer and video games
★

EA SPORTS
WASHINGTON
SIMON
COLUMBUS
ODELEIN
PHO
COL
SAKIC

NHL 2000

One for hardcore puckers

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-8

WHAT YOU NEED TO KNOW

Ever watched an ice hockey match? It's mad. They skate round at 1000mph smacking about a chunk of rock-hard plastic with sticks, only stopping for the odd fist-fight. And at first, that's just how *NHL 2001* feels to play. At least it's realistic, then.

GOLDEN GOALS

The controls here are easy to pick up, but scoring is anything but. Goals are like goal-dust and only ice hockey addicts will have the patience and nous to develop the scoring touch in a hurry. Frustrating for casual gamers.

WORTH PLAYING?

That said, there's much pleasure to be had from just watching *NHL 2001* in action. The players are brilliantly animated and their faces have all been scanned in from the real league (again, one for serious ice hockey heads). And then there's the fights. Unfortunately instead of being fun-packed diversions from the manic gameplay, they're a five-second button bash ending with you both being sin binned. Gutting.

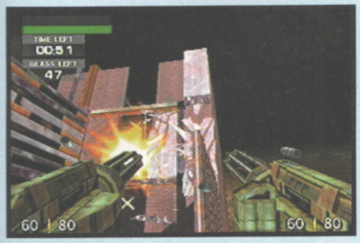
computer and video games
★★★

TIMESPLITTERS

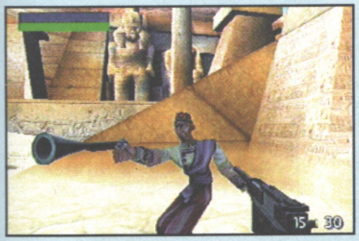
No frills, no brainer, no end of violent kicks

WORDS & SCREENSHOTS: STEVE O

WHAT YOU NEED TO KNOW
TimeSplitters won't knock your socks off with its slightly functional though super-smooth graphics. But it will blow your head off with its lightning-fast gameplay, armoury of lethal ordinance and army of single and multiplay modes. One-player Story mode isn't really a plot-driven campaign but a series of locations where you simply have to get in, find an item and get the hell back out. Oh yeh, while fending off battalions of gun-toting zombies, thugs and assorted bad guys. There are no puzzles or even a button to open doors. But there's a never-ending supply of ferocious set-piece shootouts that'll satisfy your bloodlust for months. It's slick, the double analogue stick control method is great, and the sheer frenetic carnage will have adrenaline leaking out of your nostrils.



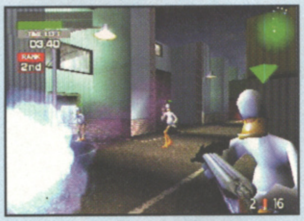
These make *Tournie*'s twin pistols look weak



TAKE UP THE GAUNTLET
Completing the Story missions unlocks new ones, and completing these opens the awesome Challenge mode. Here you must blow off 50 zombies heads in a time limit, kill 100 heavily armed giant ducks or return 15 lobsters to your base with a bunch of homicidal Mutant Fishwives and Chinese Chefs hell-bent on doing the same. These games are bone-shakingly manic, hilariously funny and damn tricky. With the added incentive of unlocking a new feature with every completion, these challenges will keep your palms sweating long after you tire of Story mode. And where one-player rocks, multiplayer rolls, leaps to its feet and lays you out with a killer blow of smouldering gameplay. Put up to four of you on the screen at the same time and let the blood-shedding begin. While the insane speed of the deathmatches and the built-in auto aim may irk the more hardcore PC FPS lovers out there, it'll likely set the rest of you into a slavering fit of furious arcade thrill-fuelled hiccups. Drink some water, calm down - you'll get used to it. And you'll want more.

WORTH BUYING?
Though *Unreal Tournament* is shaping up to be as much of a benchmark shooter for the PS2 as it was on PC, we're not likely to see it on the shelves here in the UK until next Spring. And even then there'll be those out there who will prefer the no-frills suicidal pace of *TimeSplitters*. The visuals won't leave you frothing, but the light-speed gameplay will, and if you just want a whole bunch of different ways to ventilate your mates and various computer villains, here they are.

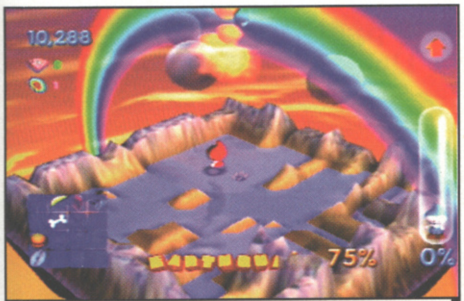
COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4**



Caption to go in here then please, in here`

computer and video GAMES
★★★★

IF YOU LIKE THIS TRY THESE...
UT (PC and next year PS2/DC), *Half-Life* (DC/PC)



AQUA AQUA

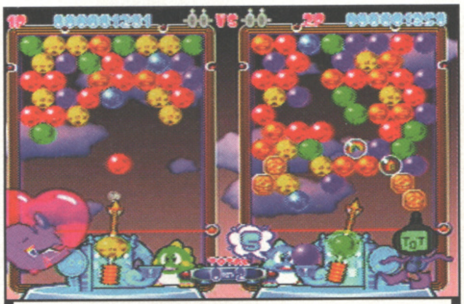
Hallelujah! It's raining, man

FORMAT: PS2
PRICE: £24.99
OUT: NOW
MULTIPLAYER: 1-2

NEED TO KNOW
Semi-sequel to *Wetrix*, the classic lake-making puzzler, *Aqua Aqua* features the classic N64 single player game, a massively improved and addictive two-player game, and there's a superb story mode too, with boss battles and tough challenges.

WORTH PLAYING?
It won't win over non-puzzle fans but if you like to spend your evenings arranging falling blocks and bursting coloured bubbles, *AA* will grab you and not let go in a hurry. A must-have title for PS2 puzzle fans. And it's cheap. Yummy.

computer and video GAMES
★★★★



SUPER BUST-A-MOVE

Re-hash won't bust PS2's balls

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-2

NEED TO KNOW
Classic cute balloon-popping puzzler. The core puzzling element is solid and the action is challenging enough, with tricky level design and multiple routes through to the different endings. And the two-player games are as good as ever.

WORTH PLAYING?
However, the only hint that you're playing on PS2 and not one of the many other non-next-gen versions is the super-crisp visual presentation. It doesn't push the machine at all, but it's still a good crack. But we want more from PS2.

computer and video GAMES
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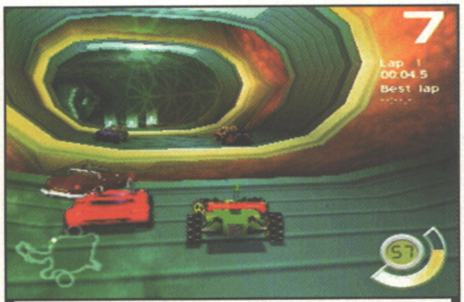


RC PRO REVENGE

RC? Arsy more like

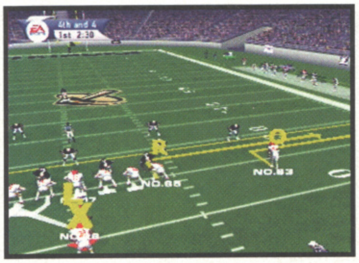
OFORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-2

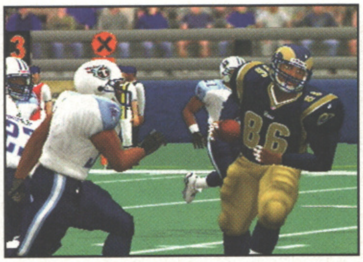
NEED TO KNOW
Micro Machines it ain't. Hiding a bunch of dull and unimaginative vehicles, weapons and courses behind some next generation graphics that are just more solid and colourful versions of what we saw on PlayStation isn't going to fool anybody.

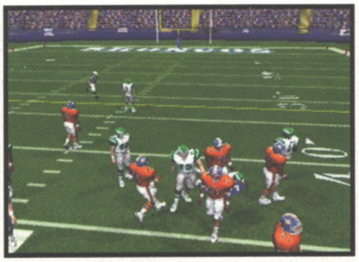
WORTH PLAYING?
We like retro but releasing something as weak as this right at the start of the PS2's life is just asking to be ignored by players. When Acclaim release their next game, they won't be putting 'From the makers of *RC Pro Revenge*' on the box.

computer and video GAMES
★

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4**







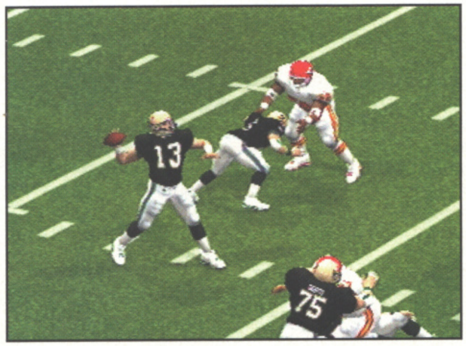
MADDEN NFL 2001

Good looking? Nope, the word is awesome

WORDS & SCREENSHOTS: STEVE O

WHAT YOU NEED TO KNOW
The animation and player behaviour sets a new standard for a sports title. The in-game visuals really make you realise PS2 is threatening to take sports sims to the next level. Players hustle and jostle each other, receivers stumble only to regain their balance and hurdle the next blocker. The animations of the impacts change according to which direction the tackle comes in from. Add thudding sound effects and it's the closest any game has come to the bone-crunching physical contact of American Football.

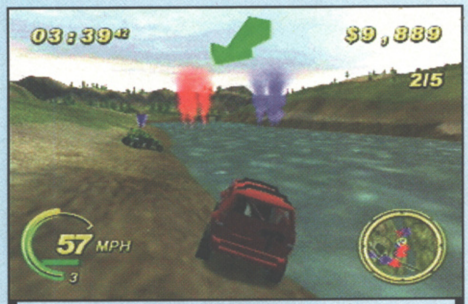
EVERYBODY'S HAPPY
Newbies can jump into a Quick Start match with play aids turned on and will soon be making yards and scoring points. Or you can crank up the Franchise mode and manage your team through a season. From coaches' preferred plays, to the individual celebrations of each player, it's all spot-on here.



WORTH PLAYING?
The menu system to choose plays is slightly clumsy and though full of options, is not very intuitive to use. The way the match is progressing could be more obvious too. You should be painfully aware of how many yards you make or lose each play, and how many are left to the next down. But this information is tucked away in a tiny corner and you can often lose track. Minor gripes, though, in such an impressive title. A must-have if you're into American Footy and only one of two Five-Star games here.

computer and video Games
★★★★★

IF YOU LIKE THIS TRY THESE...
Just about any recent *Madden*



SMUGGLER'S RUN

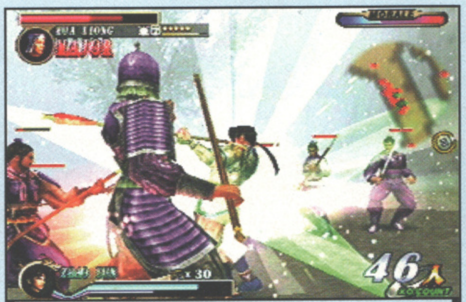
PS2 gets the runs

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: NO

NEED TO KNOW
Off-road and tarmac-based racing as you try and escape cops and beat rival smugglers to booty. Whether you're cracking the numerous missions to prove your smuggling worth or taking one of the many vehicles out for a spin, the emphasis is on OTT fun.

WORTH PLAYING?
It's great not to be confined *GTA*-style to cities, but *SR* hardly pushes any boundaries either in terms of the gameplay or the graphics. Yes, it's fun and yes it's pretty good but it just doesn't scream next generation at you.

computer and video Games
★★★



DYNASTY WARRIORS 2

Dy-nasty? Oh please do

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: NO

NEED TO KNOW
Sweet first impressions of huge battles for you to wade into soon turn sour. Having that many troops in a fight would be impressive, if they were fighting. Most of them just stand around waiting for you to get involved in the ruck.

WORTH PLAYING?
Combat's a joke. Mash the button as much as you can and you'll win – there's about as much strategy involved as in a primary school ruck. From such a promising start, this descends into the dung-pit of gameplay hell.

computer and video Games
★

PS2 LAUNCH GAMES LINE-UP – CVG'S VERDICT

Cast your mind back to the original PlayStation with its tiny and mostly dire launch games line-up, and PS2's is a vast improvement. Many boast sweet visuals and are a testimony to PS2's power, and there are some good titles as well as a couple of gems. But sharp graphics aside, it's a case of quantity over quality. Take away the rehashes of other games, ports, updates and sequels, and there's not a lot of truely original gaming to be had right now. The big name games will deservedly sell well enough and kick-start PS2 in the UK. But with limited stocks of PS2s and players only having so much coinage to spend on games, some developers will surely get their fingers burnt. Games makers are already beginning to defect to Xbox claiming it's that much easier to develop for, so let's hope Sony are now offering PS2 games makers more support so they can turn new titles around quicker, cutting development costs. If games are cheaper to make, then publishers may feel more inclined to take more of a risk on titles with original content, instead of more solid-but-unsexy sequels. Don't get us wrong, we're very excited about the launch of PS2 - we just think it's going to get even more exciting next year.

PETE: "We'll have to wait a year or two for killer titles, but it *will* happen."

PAUL: "Players shouldn't feel bad about having to wait until next year to buy a PS2."

LES: "Something for everyone but nothing particularly earth-shattering."

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Disney's
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WHAT'S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.

FAIR We're not biased. A good game is a good game, regardless of format or who has made it.

THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.

KNOWLEDGE Computer and Video Games is 18 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video Games
★★★★★

Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

This Lap
Fastest Lap
3rd
LAP 1of3
70 MPH

82 **MSR**
Finally here. Worth the wait

84 **MAJORA'S MASK**
Better than *Ocarina*?

90 **TWINE**
Bond's back on Playstation

WORDS & SCREENSHOTS: LES ELLIS **PHOTOS:** MATT HOWELL

Time to Layeth the Smacketh Down on their Candy Asses!

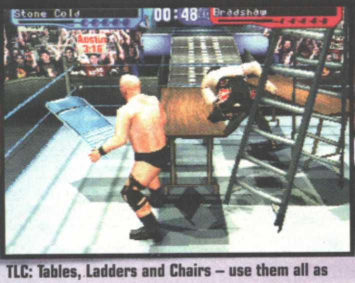
WWF SMACK

KNOW YOUR

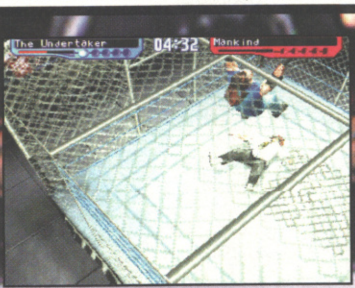
As good as the original *Smackdown* was, how many times did you find yourself thinking, "Wouldn't it be cool if..." Hardcore beat 'em up fans wanted to see more complex gameplay with more use of blocks and counters while fans of the WWF TV shows just wanted more matches; they wanted the legendary Hell in a Cell and TLC matches. THQ have shown that just because they had a half million-selling hit with the first game, they weren't going to sit back and churn out an annual update like certain sports series we could mention. They've opened up a can of whoopass to bring you wrestling gaming's finest moment.

NEWMATCHES

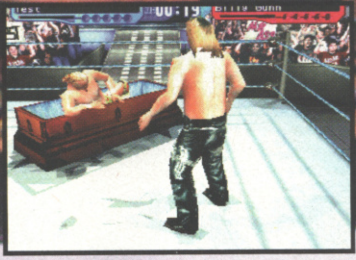
You'll be drooling when you see some of the new matches that are tucked away in here. Some are hidden and need to be opened up like the amazing TLC match, but Casket matches and the Hell in a Cell painfest will keep you happy till you find them all.



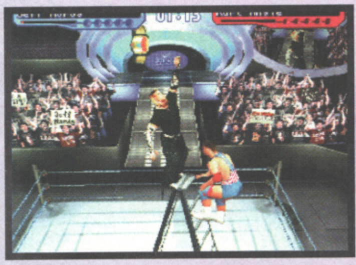
TLC: Tables, Ladders and Chairs – use them all as weapons in the ring, or outside it if you prefer



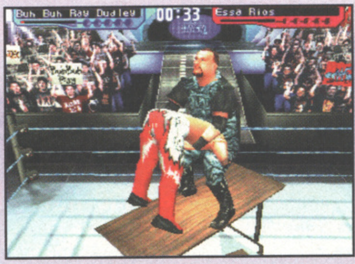
Hell in a Cell: like a cage match, only this cage has a roof so you can climb up and fight on top of it



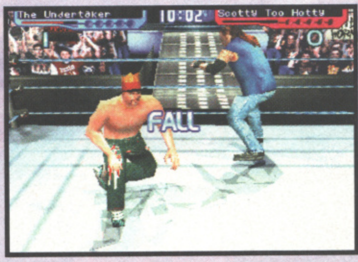
Casket: win by smashing opponents into a coffin and slamming the lid shut. The coffin's a weapon too



Ladders: a title belt is suspended above the ring and the only way to get it is to climb a ladder in the ring



Tables: win by being first to smash your opponent through a wooden table. No rules, just get wood



Iron Man: you have to fight for 15 minutes (real-time) and score as many pins against as you can

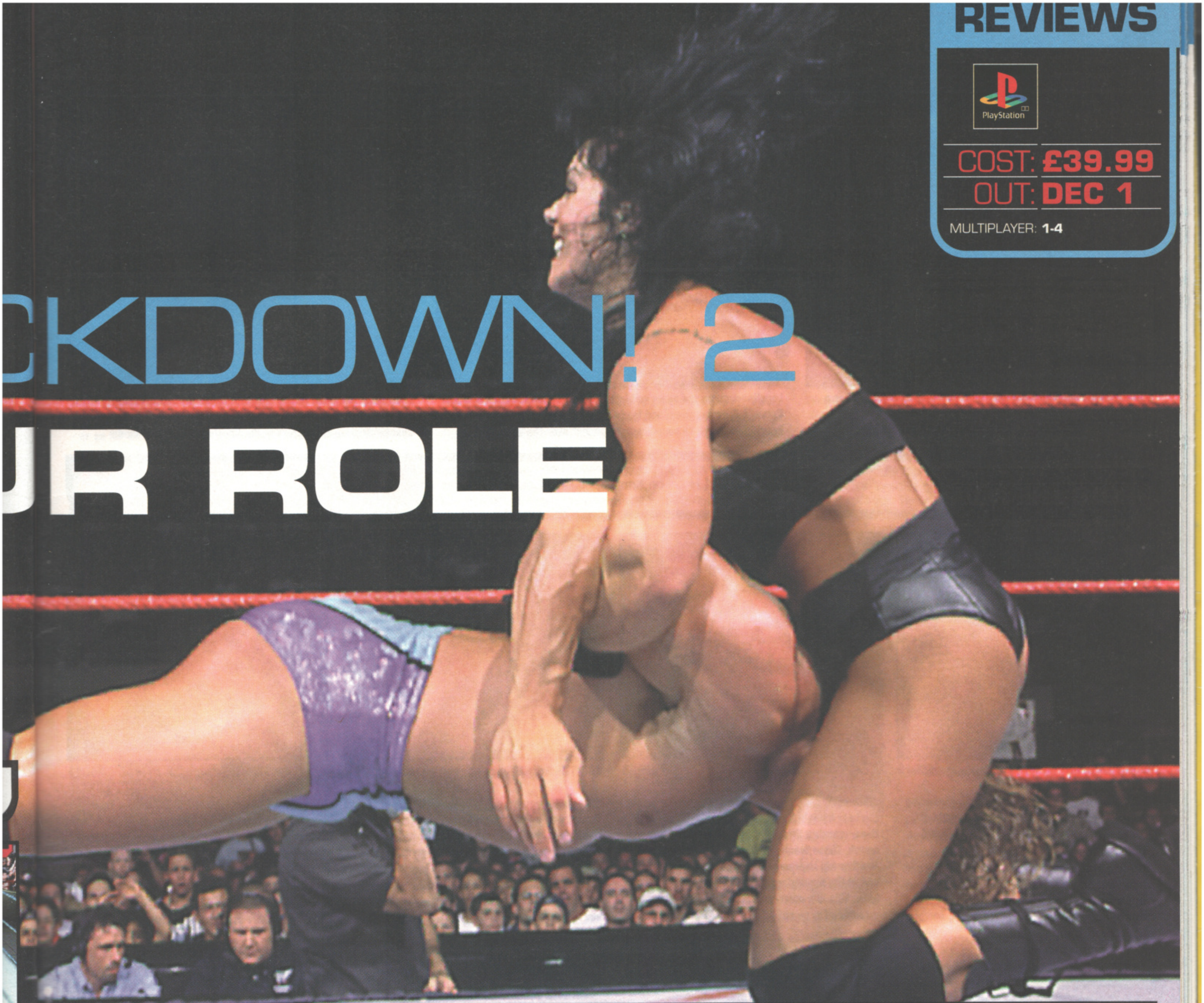
The A
compl

PlayStation

COST: **£39.99**
OUT: **DEC 1**
MULTIPLAYER: **1-4**

CKDOWN! 2

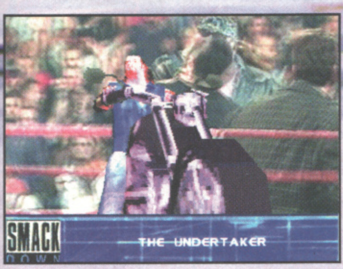
UR ROLE



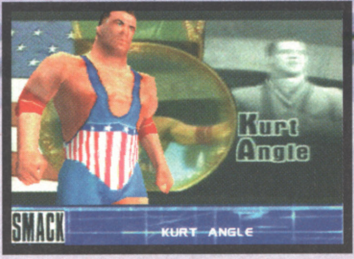
and

NEWGIMMICKS

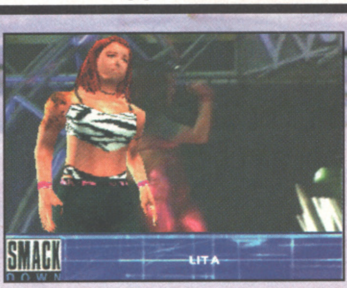
Barely a month goes by in the WWF without a new character being introduced or an old one changing gimmick. Most wrestling games in the past have featured wrestlers who've quit that federation, retired or totally changed their look. *SmackDown! 2* is the first wrestling game where everyone (and almost everything) is current.


SMACK DOWN
THE UNDERTAKER

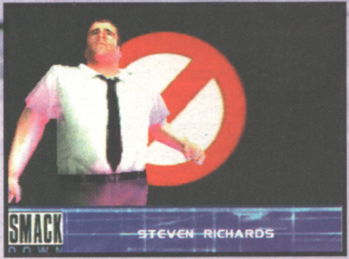
The American Badass: the Undertaker's new look, complete with him riding in on his Titanbike


Kurt Angle
SMACK
KURT ANGLE

Kurt Angle: the Olympic hero is here. It's true! Will his Three I's be enough to get him to the top?


SMACK DOWN
LITA

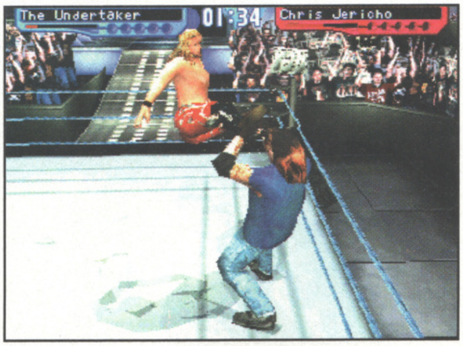
Lita: queen of the women's division at the moment. Her high flying style is wicked


SMACK DOWN
STEVEN RICHARDS

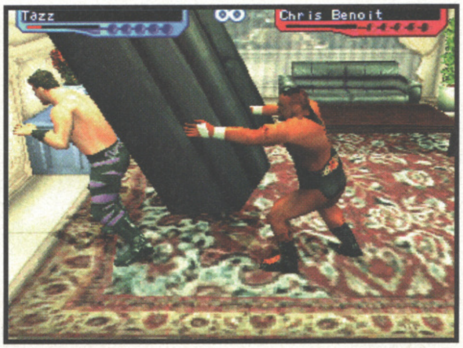
The Right To Censor: Richards and the gang are out to stop us all having fun in the ring. Beat 'em

MORE, MORE, MORE

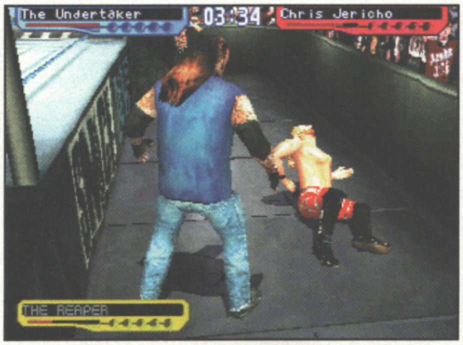
You bought the first game and are a bit loathe to shell out again so soon - is *SmackDown! 2* really that much of an improvement? There's so much more in here than just a few additions to the roster. How about a complete overhaul for blocking so you can do more than stop a punch, or loads more places to scrap out of the ring?



Blocking: now you can jump over someone who is crouched for a move, or even duck a flying move. You can also climb over their backs if they lift you for a power move. About time too



Locations: go up the ramp and into a gym, a restaurant, a bar, a VIP Room, a dressing room and loads of other places. All contain specific weapons to smash your opponent over the head with



The roster has been totally updated. While the really recent changes like Rikishi's heel turn aren't in there, you can always change existing characters in the Create-A-Superstar mode

READERS RANTS

You don't have to just take our word on how good *SmackDown! 2* is: we checked four hardcore gamers into the SmackDown! Hotel on Know Your Role Boulevard to see what they thought. Several hours of sweat and tears later (ending in us physically ejecting them the office after asking them 14 times to stop playing), here's their take.

QUINCY PHILLIP **AGE 18**

"A vast improvement over the original. Modes which some said the PS just wasn't capable of have somehow been squeezed into this sequel. The bulk of the original's game engine has thankfully stayed, and extra moves have been added, as well as the new backstage areas, making this a worthy addition to anyone's collection, fan or not."

CHRIS CARTER **AGE 15**

"TLC, Table and Ladder matches are without doubt the best ones in the game. I was disappointed that there wasn't a Strap, Buried Alive or Inferno match. These would have given the game a boost. Another big improvement is the characters: every one of the superstars on the WWF roster are here. This is a must-have whether you are a wrestling fan or not."

CHRISTIAN ALBERT **AGE 18**

"The real improvement is in the Match options. The infamous Hell in a Cell match is just beautiful to play and the TLC match really brings the WWF attitude to your home. The backstage mode has also been improved and all-in-all this really is an immense game. Definitely the best wrestling game so far. Anyone can pick *Smackdown! 2* up and instantly play."

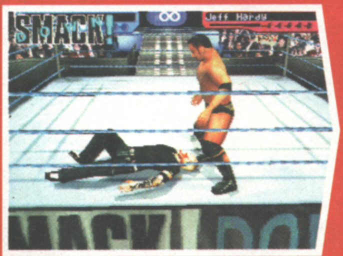
RAKATAHR PIKULSKI **AGE 15**

"Bigger and better then the first version. There are more characters with a wider range of moves that are more realistic and more entertaining. New matches make the game's lifespan longer. Multiplayer is excellent and the backstage areas are very entertaining. I'd recommend this game to all fans of *Smackdown 1*, the WWF or any fighting game."

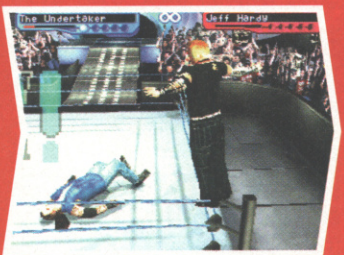
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

KNOW THEIR ROLES

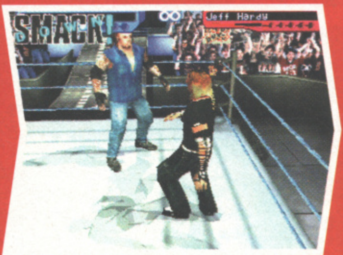
One of *Smackdown!*'s biggest advantages over other titles is the ease with which all the moves are available. But you still have to know where you need to be to pull them off...



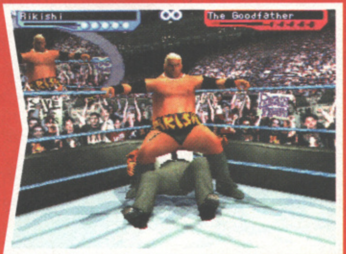
The People's Elbow: when your opponent has been knocked to the floor, stand by their head when the SmackDown! Gauge flashes and hit L1



The Swanton Bomb: get your opponent down and climb to the top turnbuckle - then hit L1. Can also be done from ladders or the floor outside the ring



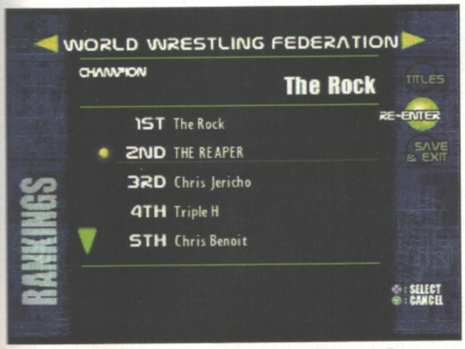
The Last Ride: the Undertaker's new finisher. Get yer SmackDown! gauge up and pick yer opponent off the floor, then hit L1 to finish him off



Stinkface - Not exactly his finisher, but more fun. Get your opponent stunned at the turnbuckle; when they slouch to the floor, hit Circle and Left

A PROPER JOB

The Career mode was possibly the weakest aspect of the original game, so this time around it has been tweaked to include new rankings systems, more storylines and more feuds, which you will come face-to-face with as you go on your quest for the belt. All of which takes the whole *Smackdown! 2* experience another step closer to the real thing.



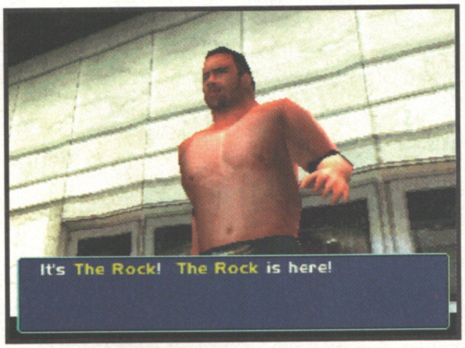
WORLD WRESTLING FEDERATION

CHAMPION The Rock

RANKINGS

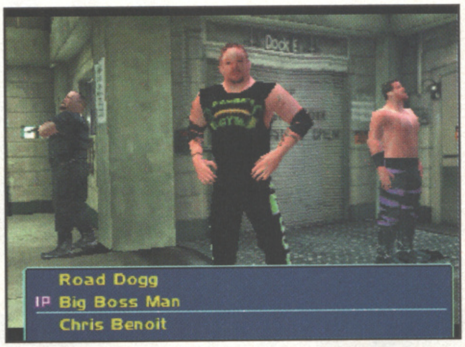
1ST The Rock
2ND THE REAPER
3RD Chris Jericho
4TH Triple H
5TH Chris Benoit

Right at the start you can choose which belt to focus on. Do you opt for the WWF Championship, knowing that all the big guys are there - or go for the Hardcore, Intercontinental or Lightheavyweight?



It's The Rock! The Rock is here!

The storylines develop throughout the TV shows and Pay Per Views - they tell you who is feuding with who and all the latest news, like The Rock launching a new range of man-bras. OK, not the last bit



You get the chance to affect the stories, like here for example where you can choose who to talk to and get on your side. Which really helps give this mode a pukkah WWF feel. Awesome!

CVG FIRST FOR WWF

We love the WWF and the WWF loves us, which is why we're the world's top mag for WWF games. So when lovely Trish Stratus was in the UK promoting a WWF PPV, she couldn't resist popping by to show Les a couple of outstanding tricks of her own. After putting his eyes back in their sockets, he even managed some questions.

FAVOURITE GAME?

Trish: "*Tetris* - always loved it, always will, it's a classic".
Les: "Absolutely, but bet you didn't beat my high score of..." (enormous high score ruck ensues)

WHAT DO YOU DO IN YOUR SPARE TIME?

Trish: "I don't have any - well, not much. I play videogames a lot and surf the internet. I own an N64 and play wrestling games a lot because it's funny to see people you actually work with on the screen. I've been playing videogames and watching wrestling all my life and it's crazy to see all that I relate to on my screen".
Les: "Wrestling and videogames? I'm in love!"

SO WHO WOULD WIN IN A CATFIGHT BETWEEN YOU AND LARA CROFT?

Trish: "I'd beat Lara's ass (even though) she has bigger weapons than me."
Les (drifting into daydream heaven): "Sigh!"

SO SMACKDOWN! 2, WHAT DO YOU THINK?

Trish: "I know I'm in it and I'm really excited about that, but I haven't seen it yet. I've seen some pictures of me and it's amazing to see myself in a videogame. I'm not sure what moves I have in the game – I know I can do a slap but I can do a lot more than the game is letting on I can do."
Les: "Oh yes, indeedy. Dribble, dribble, blah."

WHAT WE THOUGHT...

WWF REBELLION available on SKY Box Office Saturday 2nd December at 7pm. 08705 80088 SKY box office

IF YOU LIKE THIS TRY THESE...

***WWF Smackdown!* (PS), *WWF No Mercy* (N64), *WWF Royal Rumble* (DC)**

BETTER THAN THE REAL THING
If God made a wrestling game,the result would be *SmackDown! 2*. Divine intervention is the only explanation for perfection like this. The improvements slam it's rivals through a cage, picks them up and tombstones them through an announcers' table.

MATCHES MADE IN HELL
When it comes to gimmick matches, just about all of them are in here. You've been amazed by Ladder, Casket and Hell in a Cell matches on WWF TV: now you get to do those impossible moves on your mates. Combine these with an up-to-date roster and you have a game that looks, sounds and plays like a WWF TV show or PPV. If it happens on those, it happens here.

STUNNER
All this means that *SmackDown! 2* is an outstanding multiplayer game. But Yukes have also gone to town on one-player too. The Career mode has been enhanced with deeper storylines that are more involving. It's as close as you'll come to a wrestling RPG. One-player also contains the only flaw: clicking through any matches you are not involved in can get a bit dull if your character isn't involved in the whole TV show. But overall improvements more than make up for that.

WORTH PLAYING?
Imagine how much you enjoyed the first game then multiply it by ten. If you never played the game, imagine your dream WWF event, and this is it. There are no complicated combos to learn and after a few goes it feels intuitive to play, so in no time at all you'll be replicating the antics of your real-life WWF heroes. With plenty of hidden characters and extras to find, it's got more longevity than any other wrestling game, and when you start on those special matches, the fun never ends. It's the ultimate WWF game, in fact, it's not just a game, it's the complete WWF experience.

COMPETITION

Three T-shirts signed by Trish are up for grabs. Answers on an unsoiled postcard to our usual address.
TLC matches stand for...?
1/ Tender Loving Care
2/ Totally Loony Craziness
3/ Tables Ladders Chairs

computer and video games
★★★★★

Dreamcast

COST: £39.99
OUT: NOW
MULTIPLAYER: **1-2**

METROPOLIS STREET RACER

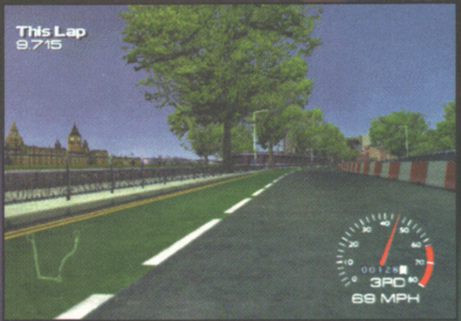
More delays than an M25 contraflow, but well worth the wait

WORDS & SCREENSHOTS: STEVE F

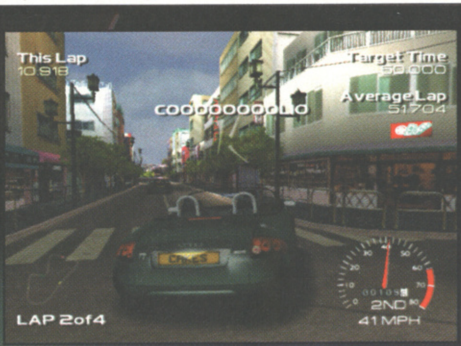
Racing games tend to be fairly predictable. Choose a car, choose a racetrack, try and beat everyone else. You've seen it a hundred times before. Now, how about a racing game that throws the rulebook out the window and makes you earn your ride by driving not only faster, but better and more stylishly than the opposition. How about, at long last, ***Metropolis Street Racer***?

SOMETHINGNEW

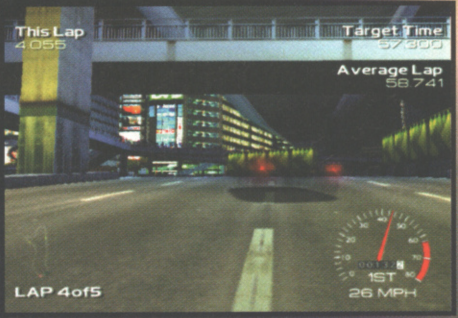
MSR is divided into 25 chapters of ten challenges each. Most are flat-out races, but also include setting fast lap times, overtaking a set number of cars or hitting a certain average speed at the start of each lap. You earn 'Kudos' points for the difficulty of the challenge and for stylish driving. You lose points for every mistake, so it pays to learn the courses.


This Lap
9.715
3RD
69 MPH

For this challenge, you have to drive as fast as humanly possible through central London. Nothing unusual there, then


This Lap
10.918
Target Time
50.000
Average Lap
51.704
COOOOOOOOLIO
2ND
LAP 2of4
41 MPH

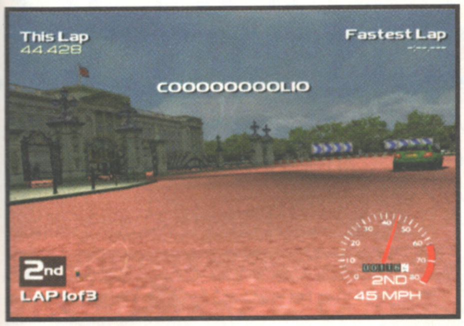
The white 'K' shows your driving is cool. It gets stronger the further you slide, and big slides are the key to massive points

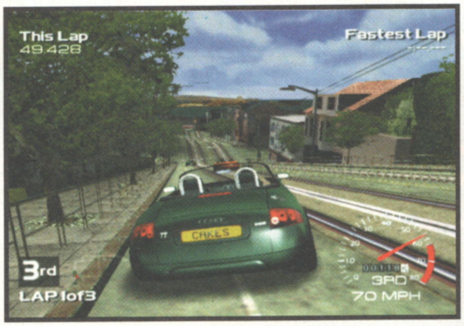

This Lap
4.055
Target Time
57.300
Average Lap
58.741
1ST
LAP 4of5
26 MPH

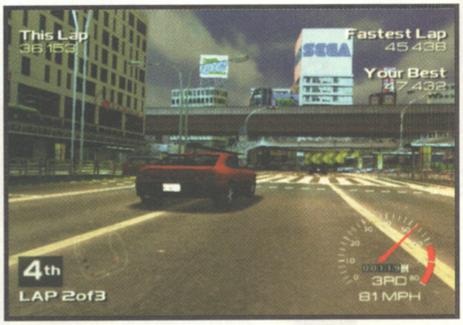
You can upload your best lap times to the *MSR* website and race off against the ghost cars of people all over the world

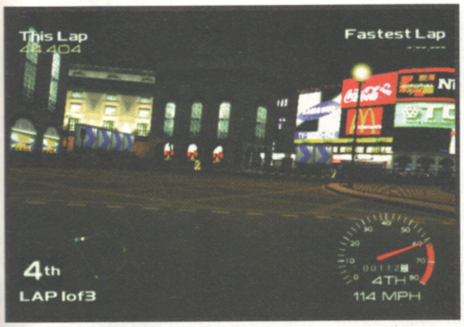
GET YOUR MAP OUT

The cities of London, San Francisco and Tokyo have been carefully recreated for *MSR*. There are loads of routes in each, making a grand total of over 250 courses. So while you're getting your head round how long it's going to take to complete them all, we should mention they look just like the real thing.

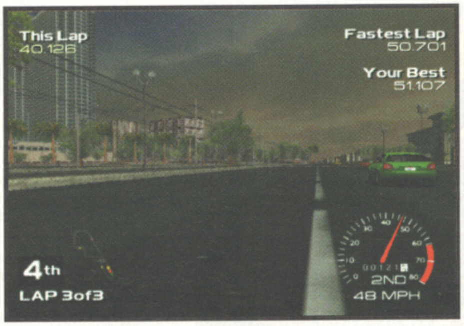

This Lap
44.428
Fastest Lap
COOOOOOOOLIO
2nd
LAP 1of3
2ND
45 MPH


This Lap
49.428
Fastest Lap
CAKES
3rd
LAP 1of3
3RD
70 MPH

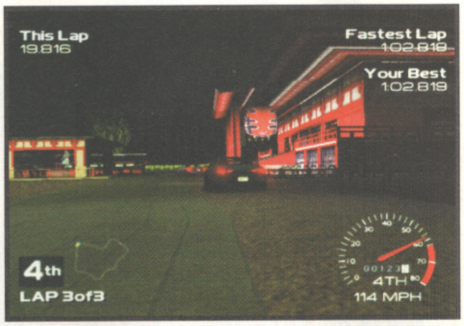

This Lap
38.153
Fastest Lap
45.438
Your Best
47.432
SEGA
4th
LAP 2of3
3RD
81 MPH


This Lap
44.404
Fastest Lap
4th
LAP 1of3
4TH
114 MPH

"I walked past there yesterday!" You'll probably recognise the London courses, which take in Piccadilly Circus, the Houses of Parliament and the Queen's gaff, Buckingham Palace


This Lap
40.126
Fastest Lap
50.701
Your Best
51.107
4th
LAP 3of3
2ND
48 MPH

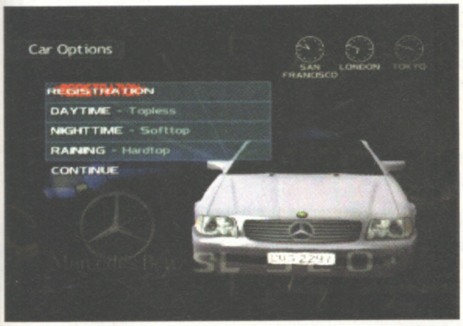
If you're lucky enough to have been to San Francisco, you'll know it's very hilly. As you'll also find out in *MSR* when you're hurtling down towards a wall at a hundred miles per hour


This Lap
19.816
Fastest Lap
102.819
Your Best
102.819
4th
LAP 3of3
4TH
114 MPH

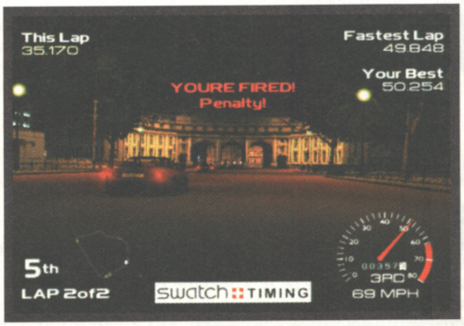
Tokyo is more exotic, and the high-tech districts of Shibuya and Shinjuku look best at night, with loads of neon lighting and trains rumbling about. Check out all the subtle Sega advertising too

DEVIL IN THE DETAILS

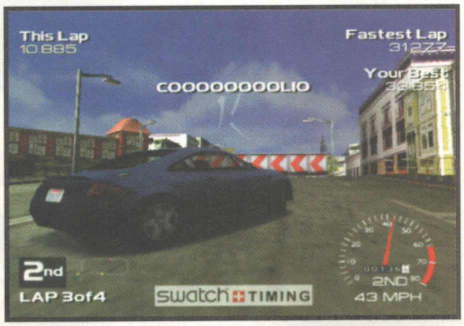
Metropolis Street Racer is one of the most in-depth driving games ever. At the start, you need to set the time and where in the world you are. Then all the races take place at the right time of day for your location. So you'll have to get up very early if you want to see Tokyo by day.


Car Options
SAN FRANCISCO
LONDON
TOKYO
REGISTRATION
DAYTIME - Topless
NIGHTTIME - Softtop
RAINING - Hardtop
CONTINUE

Once you've won a car, you can customise the plates, choose the paint job and even whether you want the hood up or down!


This Lap
35.170
Fastest Lap
49.848
Your Best
50.254
YOURE FIRED!
Penalty!
5th
LAP 2of2
swatch TIMING
3RD
69 MPH

You can change the messages that flash up when you do well or badly. You're going to be seeing the red one a lot to start with


This Lap
10.885
Fastest Lap
COOOOOOOOLIO
2nd
LAP 3of4
swatch TIMING
2ND
43 MPH

Some challenges can only be raced at certain times of day, or with certain cars. The best excuse yet to stay up all night with a game

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Gran Turismo 2* (PS), *Midtown Madness 2* (PC)**

WHAT YOU NEED TO KNOW

We won't deny we've been *slightly* anticipating *MSR*, which was due out at DC's launch. We're glad Sega took their sweet time though, 'cos the result is a game that'll turn you into an obsessive-compulsive who won't eat or wash for days.

JOY RIDER

Some won't dig *MSR* 'cos of the emphasis it puts on you to perfect your own style of driving rather than on intense, full-contact racing. Ignore them. After the initial hump of working out how the hell to avoid banging into walls, *MSR* becomes like the book you can't put down. You must see the next course. You must win the next Special race. You must beat that lap time. And with people posting high scores on the Net, it's never going to stop.

WORTH PLAYING?

The end result of the time that's been put into this is one of the most impressive games we've seen for ages. Think the screenshots look great? Wait until you actually drive round London with the familiar sights flashing by. It sounds great too, with radio stations in each city that have real adverts and fake travel news as well as the music.

The only downer is *MSR* is like a terminal social illness. Once bitten, you'll never leave the house again.

computer and video Games
★★★★★

NINTENDO 64

COST: **£49.99**
OUT: **NOW**
MULTIPLAYER: **NO**

THE LEGEND OF ZELDA
MAJORA'S MASK

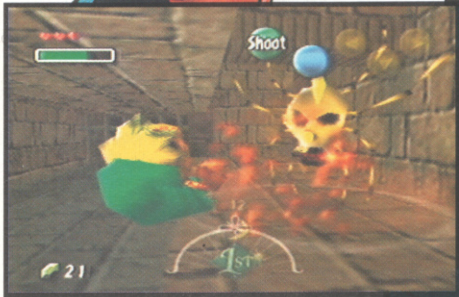
The greatest RPG ever just got a little better

WORDS TIM STREET
SCREENSHOTS: RICHARD MARSH

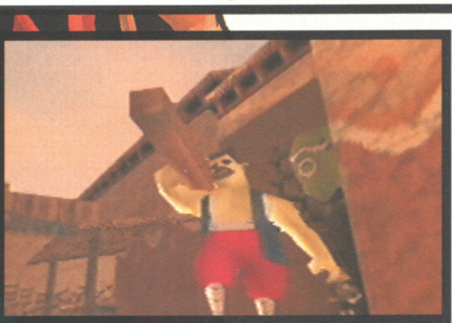
It might have been pipped to the Number One spot in our Top 100 last year, but the *Ocarina of Time* is a swaggering powerhouse of an RPG. Now Nintendo has unleashed the sequel and we'll put you out of your misery straight away: it's another gaming masterpiece set to give us all sleepless nights solving riddles and slicing apart nasties, all in the name of saving the world. Link, you've got a lot to answer for...

CRAZYFACES

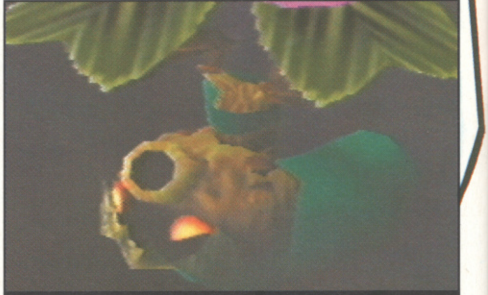
Forget Hyrule, Link's new epic adventure takes place in an amazing new world. Three months have passed since Link slayed Ganondorf at the end of *Ocarina of Time* and the evil Skull Kid has managed to get his sticky mitts on Majora's Mask. Using its powers, he will send the moon crashing down on Clock Town in three days. You've got to stop him before it's too late.



The Skulltulas are back to give Link some serious grief in *Majora's Mask*. Better give him a pasting before he moves in for the kill



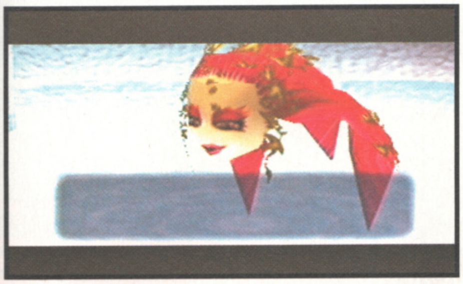
There are loads of friendly faces to meet again including the carpenter from *Ocarina* and the strange Windmill Keeper



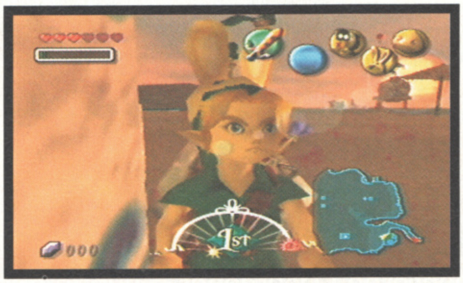
To save Clock Town from impending doom you'll need to slip on some strange looking masks and use their mysterious powers

THE MASKS

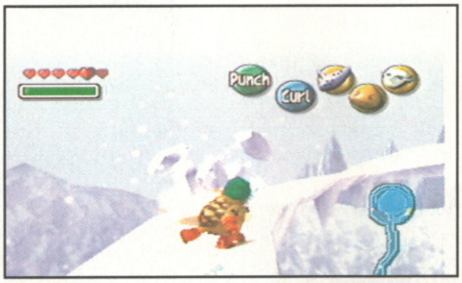
Majora's Mask is a joy to behold and where the game really steps up an adventuring gear compared to its predecessor is in the use of different Masks. From Deku Scrub to Goron and Zora, Link can use their magical powers to unlock the game's secrets. There are 25 Masks in total, so you'd better get your hunting boots on to find them all.



Return the missing Fairy to the Great Fairy and you'll be given a Mask. Now watch them fly towards you inside dark dungeons



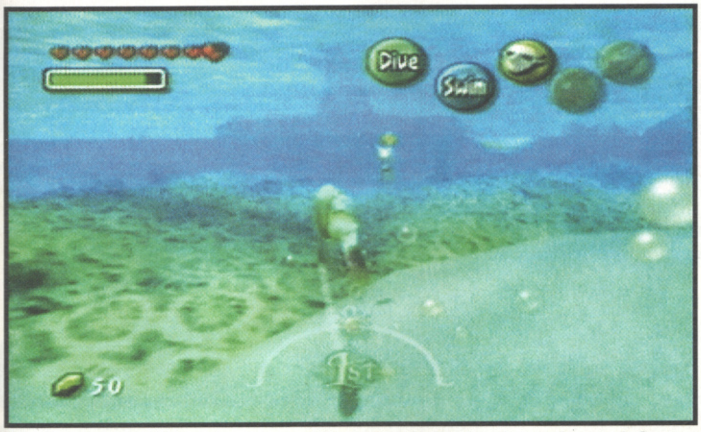
To get round the game quicker, the Bunny Mask is the one to find. It not only increases your speed, but your jumping skill too



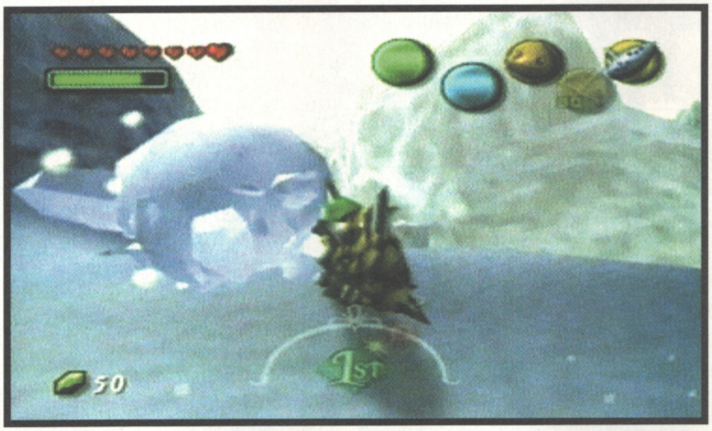
Slip on the amazing Goron Mask and you can unleash an awesome power punch or turn into a giant spiked wheel

DAY AT THE RACES

Saving the world isn't all serious y'know as there are plenty of fun races to play in the game. The horse race is now different as you tackle two other competitors at once. There's also a Goron race (see below right) down a mountain side or you can use your swimming skills as a Zora (below left) to plough through the surf and win a wicked underwater race.



Zoras are true water babies and you can use their sensational swimming talents underwater in Great Bay. However, their skills don't end there as they can let rip with a super-cool double boomerang attack to put pay to any nasties who dare to step too close. Watch Link glide through the water



In the Goron mountain race, Link rolls into a spiked wheel to pick up speed down the steep slopes. The speed is simply eye-watering, but watch out for the giant gaps in the track or you'll be a goner. You'll also have to smash through huge snow drifts if you want to stay one step ahead of the rest

> ***"The N64 might be a dying breed, but Nintendo is bowing out in style"***

HAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***The Legend of Zelda Ocarina of Time* (N64), *Final Fantasy VIII* (PS)**

LORD OF THE SWORD

Nintendo have never done a *Zelda* game by halves and *Majora's Mask* adds another jewel to the Big N's crown. This is a true epic on the grandest scale in a whole new world with more enemies and some of the greatest sword fighting you'll ever witness. Getting your head round the three-day time warp may leave you confused at first, but once figured out you'll be well on your way to saving the world.

A WHOLE LOT MORE

It's worth noting that *Majora's Mask* isn't simply a tiny tweaking of *Ocarina of Time*. You can see the amount of painstaking effort that has gone into the new ideas, characters and puzzles to give fans a whole new experience. There are simply hours of hair-tearing, gut- wrenching, air-punching moments to be had from this game and you'll be playing for weeks before you get to see the end.

THE VERDICT

What the epic Star Wars Trilogy is to Hollywood, the *Legend of Zelda* series is to the console world, and *Majora's Mask* is just another amazing success story for this blockbusting series. Awesome, gob-smacking, RPG brilliance are just some of the words to describe such a gaming Eden. *The Ocarina of Time* was mind-blowing and *Majora's Mask* takes that success story and adds its own twists and turns to create a new quest which proves the N64 ain't over until the pointy-eared guy says so. The old console may be in it's death throes, but with this sensational game, Nintendo are bowing out in style.

computer and video Games
★★★★★

Dreamcast

COST: £39.99
OUT: DEC
MULTIPLAYER: 1-4

The first-person shooter Daddy decorates Dreamcast a subtle shade of red. Excellent!

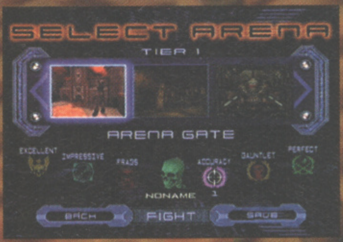
QUAKE III ARENA

WORDS & SCREENSHOTS: PETER WALKER

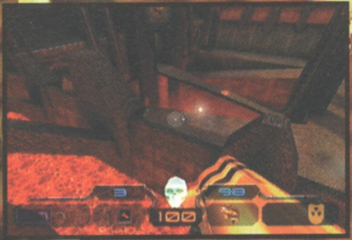
When Sega boasted Dreamcast would get an online version of ultimate PC deathmatch frag-fest *Quake 3 Arena*, complete with eye-melting visuals and online play, we looked at the UK console's 33k modem, played *Chu-Chu* online in lag-o-vision, and scoffed. Now it's here, we've fragged ourselves stupid on it, and it's Judgement Day. But is it the dawn of a new era for online console gaming, or the Gauntlet of Humilation for Dreamcast?

BOTS THE WAY TO DO IT

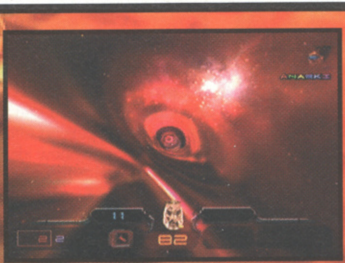
You should know the score by now: there's no single player plot – you leg it around arenas trying to outfrag everyone else to win the match. Work your way through tiers of arenas, hiking up the difficulty setting as you improve until you're finally ready for the main event – deathmatching other players. Botmatch heaven.



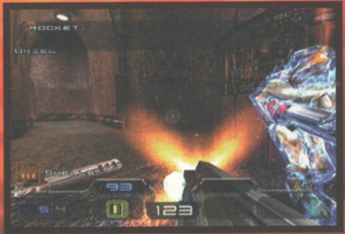
Most of the PC maps have made it through to DC. But developer Raster (owned by id) have thrown in a bunch of DC-exclusive id-approved maps. Cool



Arenas have lost some height so they run slickly on DC. Rocket-jumping still works but initially can feel a bit strange due to the shrunken architecture



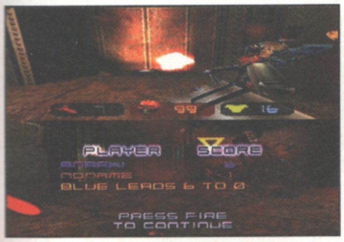
Some arenas have been console-ified: falling into the void on space levels teleports you to safety. Takes the killer edge off but easier for newbies



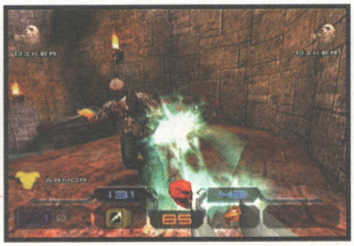
Weapon respawn and fire rates, power-ups etc are all much like on PC and all bot models are in there, each with their individual fighting styles

ARENA ETERNAL

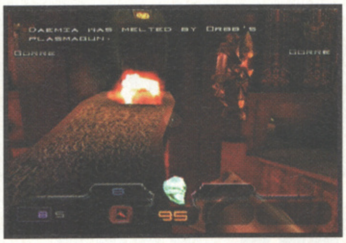
You can play with a standard DC controller but it's worth shelling out for the extra precision that a mouse and keyboard offers in *Q3A*'s 3D arenas. Two players can go head-to-head in split screen with rodents, but use a pad and up to four players can get frag happy. You can even link four DCs for network play using a LAN adaptor.



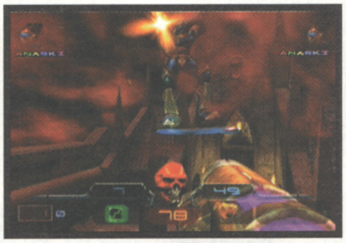
Two-way split-screen looks squished but runs fast by cutting back on detail. You can see where your mates are though – not good for campers



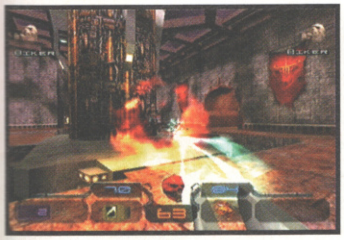
The biggie – online lag. Yes, it's there. Sega swear there's less lag in the release code: maybe, but we reckon it'll still affect gameplay noticeably



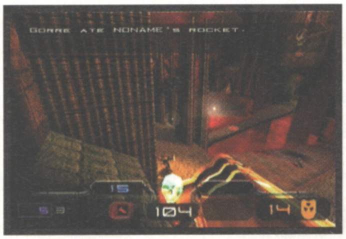
That said, the version we tested on public servers *is* playable online. The railgun isn't much cop and you just have to fire ahead of moving targets



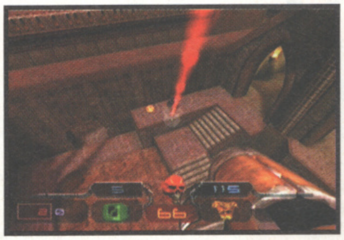
Unlike PC players, though, DC-ers all have the same connection speed and system performance, so no-one has an advantage anyway



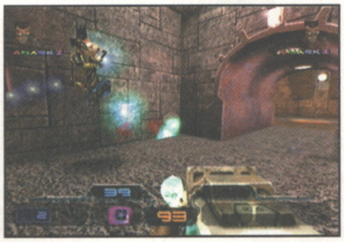
DC-ers will mix it with PC-ers, who can soon download DC levels to play on Sega's servers or run their own servers for DC-ers to use. Awesome



But high-end PCs handling higher frame rates with ADSL connections will have an unfair edge over DC players. So Sega's keeping some DC-only servers



Up to four players/bots can go head-to-head online using Sega's servers, but bots won't suffer lag so they'll also have an advantage over DC players

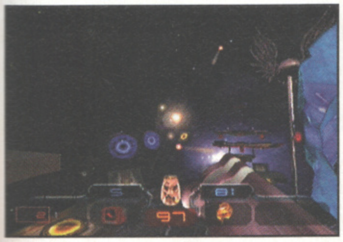


You can take on other European fraggers but the reality is likely to be that you'll get less lag in games with native players on Sega's UK servers

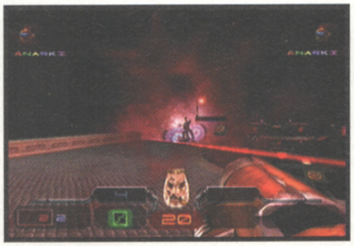
> ***"As fast and furious a frag-fest as PC"***

ALL MOD CONS

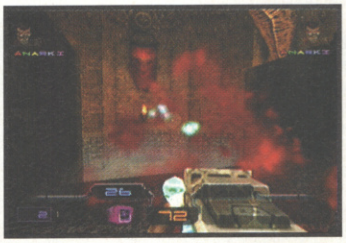
Bloody sprays of gibs, fountains of ejecting brass, bots taunting each other, missiles and bodies flying everywhere and mountainous body counts – it's all in there. DC *Q3A* is as fast and furious a frag-fest as on PC, particularly in the smaller arenas. But DC can't cope with as many bots so some familiar larger maps may sometimes seem a little empty.



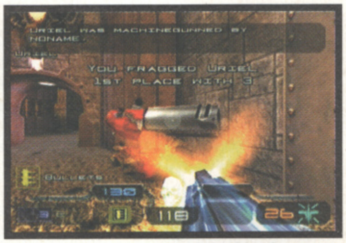
Modes like team deathmatching or capture the flag with bots require a different set of skills to master. You can even issue orders to your bots



You'll need ruthless tactics to suceed on higher difficulty settings: anticipating enemy moves, dominating power-ups and being unpredictable



The visuals are a treat. PC heads will whinge that Q3A looks and runs even better on a high-end PC but that sort of PC power cost serious coinage



***Q3A* one-player runs pretty slick with a frame rate of 30fps and Sega say final code will have ironed out occasional slight slowdown that we noticed**

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Unreal Tournie* (PC), *Half-Life* (PC), *Turok: Rage Wars* (N64)**

AWESOME ACHIEVEMENT

One-player *Q3A* on DC is an amazing achievement: the fastest, most frenetic FPS experience on any console right now. DC's version is a little less hardcore but has retained most of the look, feel and pace of PC *Q3A*. With a better tier system featuring new unlockables (including cheats) and new DC arenas, one-player is a more compelling stand-alone gaming experience than the original.

LAG DRAG

Just how bad the lag is we'll see when hundreds of players are using Sega's servers. There *will* be lag, and it'll frustrate you after smooth offline playing. Lag is always a big downer, but better one-player and quality split-screen action partly makes up for this. Nanoseconds count in FPSs and purists will claim DC *Q3A* is barely playable online with current UK DCs. In reality, most PC *Quake*-rs with average systems and dial-up connections also get lag like we had testing the DC version. At least all DCs perform the same so no-one has an unfair advantage – on DC-only servers at least.

REALLY GRATE

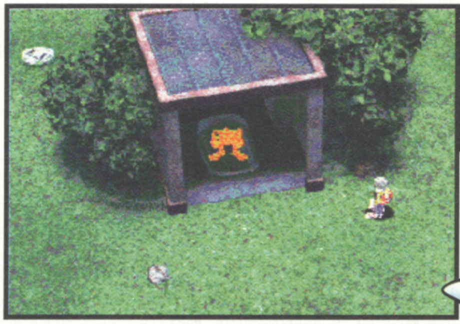
What really grates is that while the UK is stuck (until next year at least) with 33k modems, Americans are about to be able to upgrade their 56ks to broadband, improving lag on *Q3A*. How unfair is that? *Q3A* is a rocket-powered kick in the DC's arse and a must-have for FPS fans. It's only a shame DC's first big online game comes a year after the PC version. Is it all just too late?

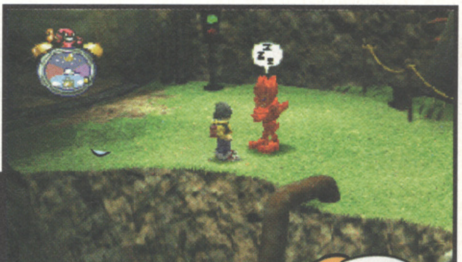
computer and video Games

★★★★★

PlayStation

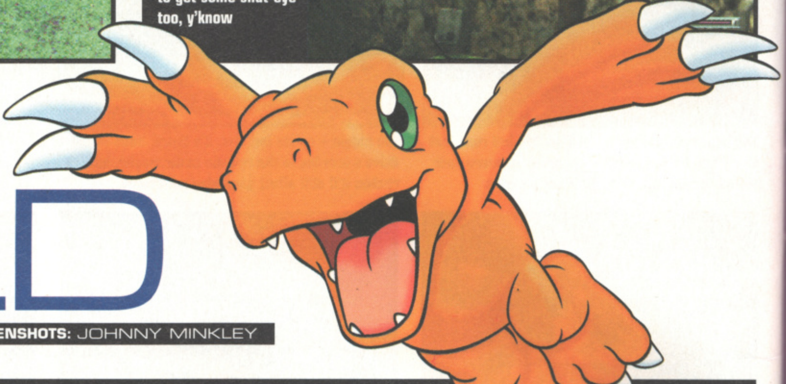
COST: £29.99
OUT: NOW
MULTIPLAYER: **1-2**





Crucial to any wannabe *Digimon* master is the fine art of potty training. 'Don't push too hard little friend.'

It's not all fur 'n' fanged battling – these little guys need to get some shut-eye too, y'know



DIGIMON WORLD

Just another manic (Poké) Mon-day

WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

Without wanting to get too pedantic, Digimon, in one form or another, was technically the start of all this pocket monsters madness. Nevertheless, it's *Pokémon* that has set the gaming world alight and caused more playground beatings than Panini football stickers ever managed. Having the divine right to the throne then, the Digi-boys can sleep easy at night with this rather belated attempt to cash in on the beast which they created. They may have the TV show, the card game and the forthcoming movie, but do they have the game to take on the all-conquering might of *Pokémon*?

POKEMON WITH PLOP?

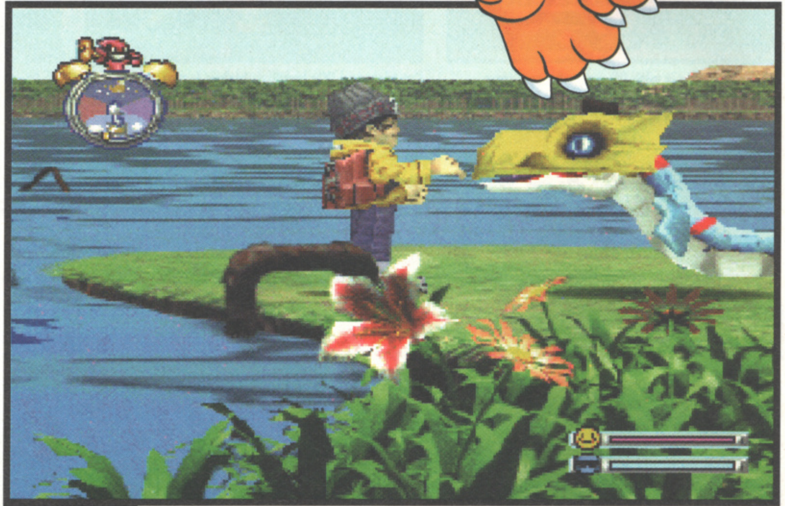
While being an attempt to go head-to-head with the Big N's monster training craze, this is more than a mere clone. The main focus for *DW* is in the training and nurturing of your Digimon: it must be treated as a Tamagotchi-style virtual pet and thus must be fed, rested, exercised and even potty-trained (yes, Digimon really do leave nasty virtual poops). A balance between reward and punishment is required and you must praise and scold your Digimon as you see fit to keep it in check.

FREE FOR ALL

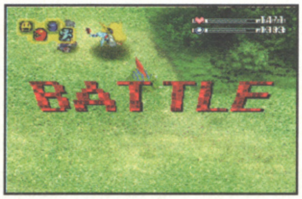
Unlike the turned-based tactical battles of *Pokémon*, Digi-scraps kick off in real-time, and hostile monsters will often gang up on you like a bunch of scabby school bullies hankering after your lunch money. The more intelligent your Digimon, the more tactical commands you have at your disposal to influence the fight, such as all-out attack or a more defensive style. But It's largely hands-off though, and can be an unsatisfying, hit-and-miss affair.

YOUR OWN PRIVATE ZOO

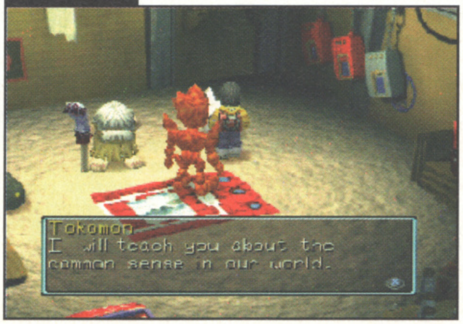
Instead of capturing creatures for a collection, *Digimon World* revolves around recruiting disgruntled Digimon and persuading them to return to the beleaguered File City to increase its prosperity – which is your ultimate aim. Your quest is a massive one, and you must travel far and wide through day and night to find all those elusive critters.



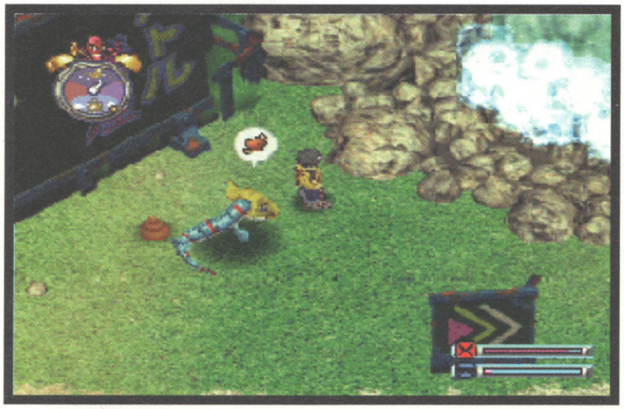
Don't feed the animals. Unless they are 20ft razor-beaked dragon beasts



Have plenty of slightly tedious in-game chats



Tokomon
I will teach you about the common sense in our world.

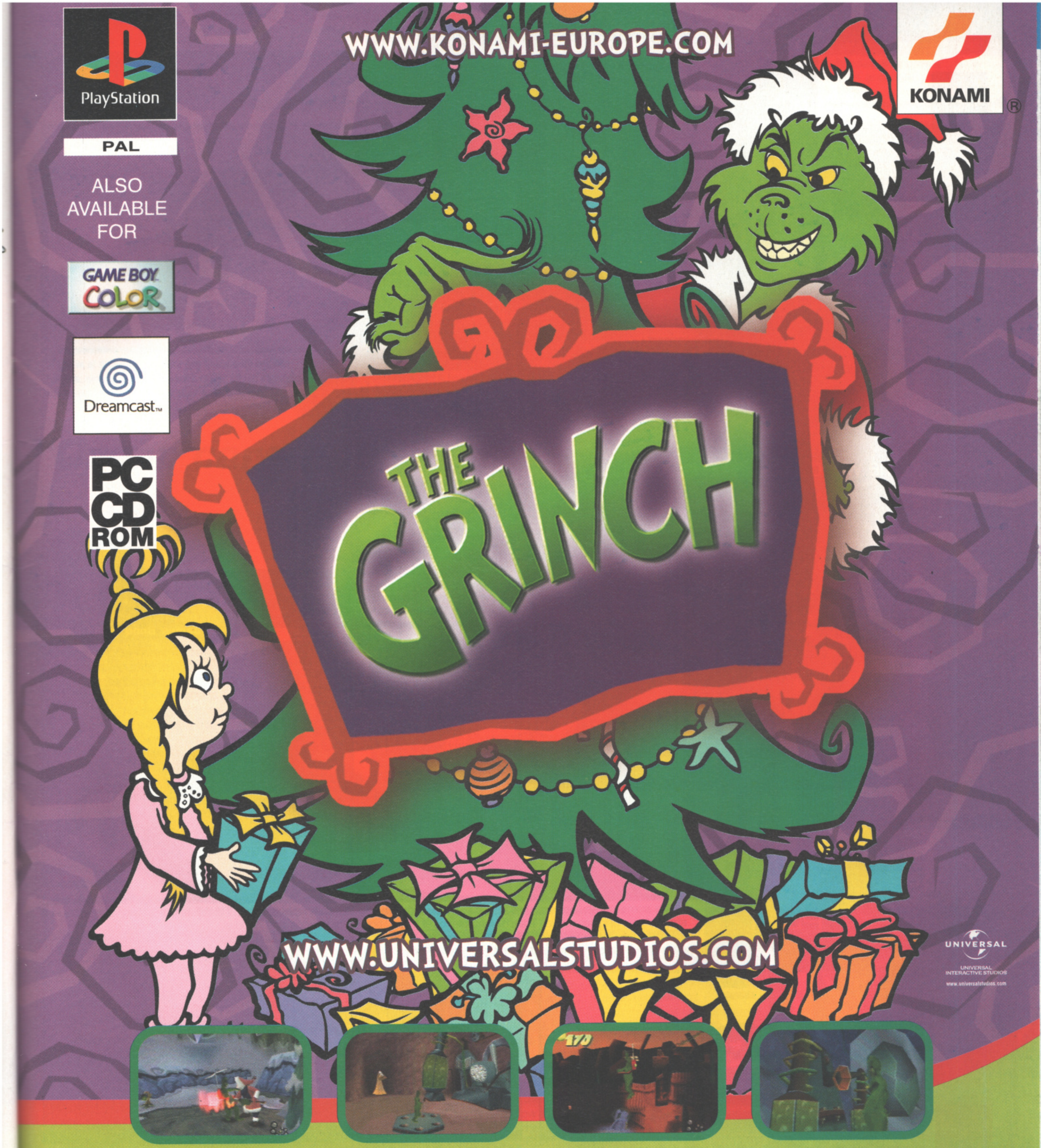


WORTH PLAYING?

If you're into Digimon already then there is plenty of detail and the all-important Battle mode to keep you sweet. But newcomers will likely find the game at times more frustrating than rewarding, and having to constantly feed your Digimon and wipe its arse soon becomes a chore. That said, PlayStation owners after some pocket monster action could do a lot worse.

computer and video Games
★★★

IF YOU LIKE THIS TRY THESE...
Pokémon Red, Blue, Gold, Silver, Snap, Stadium (GBC/N64), *Monster Rancher* (PS)


PlayStation
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KONAMI
ALSO AVAILABLE FOR
GAME BOY COLOR
Dreamcast
PC CD ROM
THE GRINCH
WWW.UNIVERSALSTUDIOS.COM
UNIVERSAL
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"The Grinch" interactive game © 2000 Universal Interactive Studios, Inc. Based on "How the Grinch Stole Christmas!" book and characters (tm) & © Dr. Seuss Enterprises, L.P. 1957. Licensed by Universal Studios Licensing, Inc. © 2000 KONAMI Co., Ltd

PlayStation

COST: £39.99
OUT: NOW
MULTIPLAYER: **NO**

THE WORLD IS NOT

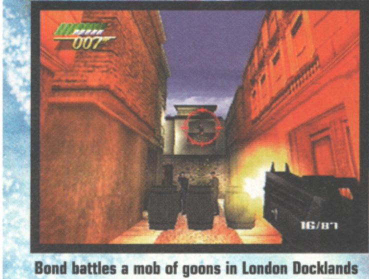
Never mind the world, this game is not enough

WORDS & SCREENSHOTS: MAURA SUTTON

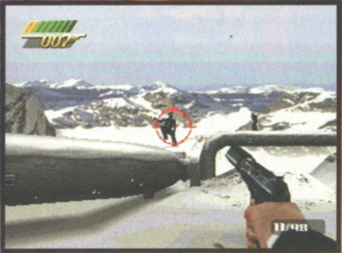
Sometimes life can be cruel and unfair. In a nice fluffy pretend world the latest James Bond game would be released and no-one would compare it to *GoldenEye*. But in the harsh (living) daylight of the real world, any game that dares to align itself with the 007 legend will always come under intense gold-tinted scrutiny. You just can't avoid it. The last Bond game, *Tomorrow Never Dies*, fell way short of the *GoldenEye* shoot 'em up bench-mark. Thankfully, *The World Is Not Enough* is an improvement in many ways. But can it seriously rival Rare's classic? Don't be silly.

FOLLOW THE PLOT

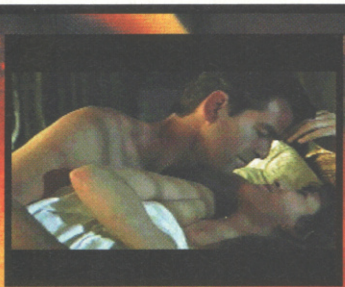
Unlike some movie licenses that take huge liberties with the film they're based on, *TWINE* sticks closely to the story of the original movie. That means plenty of birds, booze, big bangs and baddies. The FMV linking the levels is lifted directly from the movie and so apart from looking sweet, lends a classy, flowing feel to the proceedings.



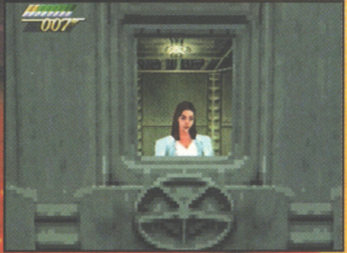
Bond battles a mob of goons in London Docklands and balloons off with a sexy assassin at the end



Next up, 007 has to protect tycoon's daughter Elektra King on ski slopes crawling with snipers



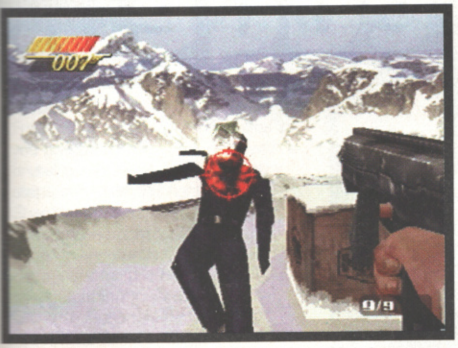
Ooh, hello! Bond does what Bond does best with Elektra. We *do* recommend you try this at home



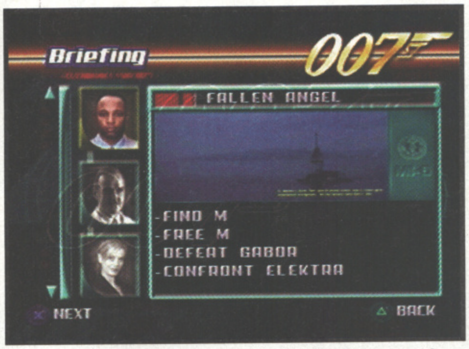
On the submarine Bond has to hunt the evil Renard and rescue this Lara lookalike for a snog

POPPIN'HEADS

The best thing about *GoldenEye* was the sheer thrill of pumping buckets of lead into hordes of enemy scum. In places *TWINE* comes close to recapturing that glorious feeling of bullets pinging off walls and ripping through flesh. Unfortunately, some other aspects of the game are more than a little less exciting.



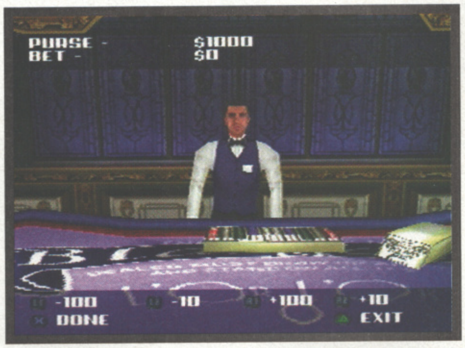
TWINE **is at its best during the gun fights with evil henchmen. Soldiers, sailors and hapless bank clerks all fall shredded at your feet as you pump rounds into their jerking bodies. Oh, joy!**



FALLEN ANGEL

-FIND M
-FREE M
-DEFEAT GABOR
-CONFRONT ELEKTRA

Make the most of the gunfights 'cos there's little else to do on the incredibly short levels. There are just 11 in total, and the majority take under ten minutes of gameplay to complete. ***TND*** **anyone?**

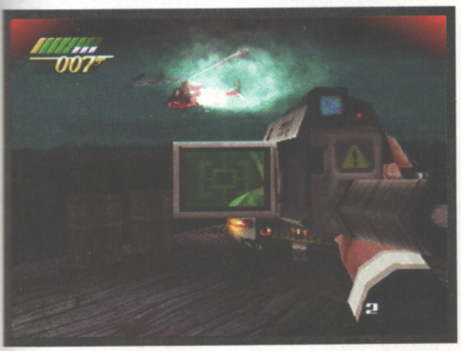


It's not all about shooting, sadly. This Casino-based level consists of a quick guard-distracting exercise followed by a game of blackjack where you have to win a certain amount of money to progress

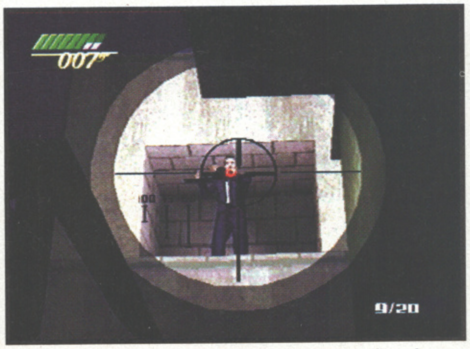
> **"Great care has been taken to ensure the weapons feel suitably deadly"**

BIGONES

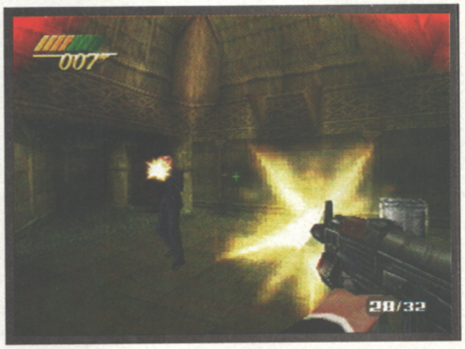
The huge arsenal of weapons you get to play with is mightily impressive. Great care has been taken to ensure that they feel suitably substantial and deadly. If you play on the easier Agent mode, you'll enjoy automatic targeting and reloading. If you opt for the harder 007 mode, these functions will be manual.



Q's new sidekick R isn't short of a handy gadget or two, like this deadly pocket-sized rocket launcher. Very effective when used to take down the helicopters on the City Of Walkways level



No first-person shooter is complete without a sniper rifle and ***TWINE*** **is no exception. Check out the annoying prat on the roof. Put a bullet between his eyes and feel better about yourself**



The array of automatic weapons on offer is truly slaughter-tastic. Take your pick from Ingalls Type 20, Frinesi Auto and our fave, the wrist rattling Koffler KSS. You could trim hedges with this baby

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***GoldenEye* (N64), *Perfect Dark* (N64), *Syphon Filter 1 and 2* (PS), *Rainbow 6* (N64, PC)**

FIVE MINUTE WONDER

TWINE is an extremely polished game with great visuals and stunning FMV. It stays true to the Bond image and fans of the film will welcome the chance to do battle in familiar locations. However, it's got its fair share of flaws that make it a far from essential purchase.

SOLD SHORT

OK, so not all games have to be *Final Fantasy*-style epics with dozens of hours of gameplay. The *Res Evil* games aren't huge though at least there are twists and turns a-plenty to keep you going. But *TWINE* takes barely a day to complete, which ain't good.

ROLL ON PS2

Once again PlayStation owners have got the short end of the stick. Similar to the *Rainbow 6* PlayStation release, it seems the forthcoming PC, N64 and PS2 versions of *TWINE* have longer levels and far more detailed gameplay than the PS version. So if you're looking for anything more than short-term thrills, you'd do best to check this out on another format first if you can.

computer and video Games

★★★

COMPETITION

We've got ten copies of *TWINE* up for grabs. Send your answer to the question below to our usual address on a postcard marked 'I love Miss Moneypenny'.

Who play's Q's sidekick R in the TWINE movie?

A/Michael Palin
B/John Cleese
C/Benny Hill

Out there &
on the edge...

KERRANG!
LIFE IS LOUD

MP BIZKIT • FOO FIGH HSHIFTER • ONE MINU
LENCE • RED HOT CHIL ERFECT CIRCLE • NAPA
EATH • BLOODHOUND GANG • QUEENS OF THE STONE AGE • LESS THAN JAKE • KID ROC
PLACEBO • EMINEM • PEARL JAM • SOULFLY • RANCID • PRODIGY • NOFX • RUSH

TO SOME PEOPLE MUSIC IS A MATTER OF LIFE AND DEATH.

MASHING PUMPKINS • INCUBUS • MONSTER MAGNET • IDLEWILD • (HED) PLANET EART
USE • MARILYN MANSON • KORN • SLIPKNOT • GREEN DAY • THE OFFSPRING • BLINK
• RAGE AGAINST THE MACHINE • HOLE • MY RUIN

Out there every Wednesday.

ULTIMATE FIGHTING CHAMPIONSHIP

Brutal, bloody and bleedin' brilliant

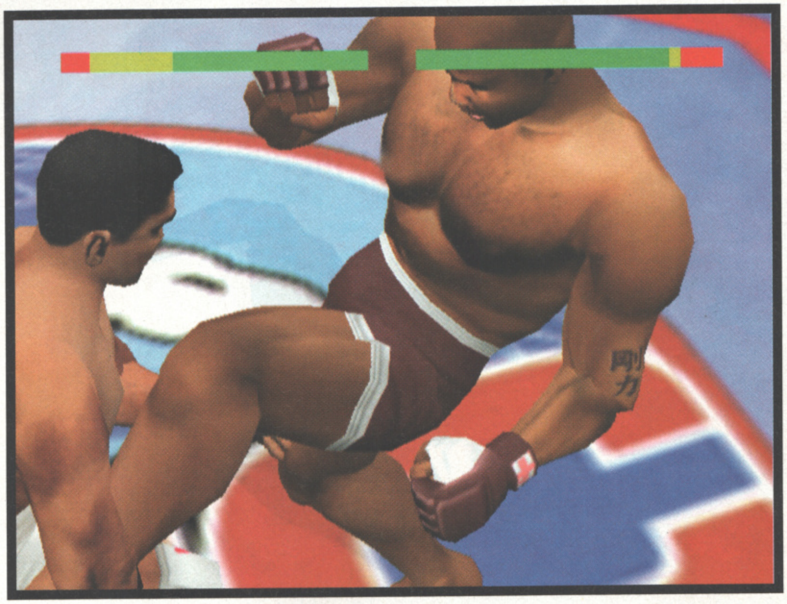
WORDS & SCREENSHOTS: PAT 'ON HOLIDAY' GARRATT

Dreamcast

COST: **£39.99**

OUT: **NOV**

MULTIPLAYER: **1-2**



Anything goes here – judo, boxing, wrestling, or just plain old ultra-violence

WHAT YOU NEED TO KNOW

Frank Shamrock's face crumples as you practically break his neck with a brutal punch. 'Big' John McCarthy steps in to end the fight as Shamrock's eyes roll back in his head and he collapses in a bloody heap on the canvas. It's all in a day's work for the Herculean, psychopathic monsters of the *Ultimate Fighting Championship*.

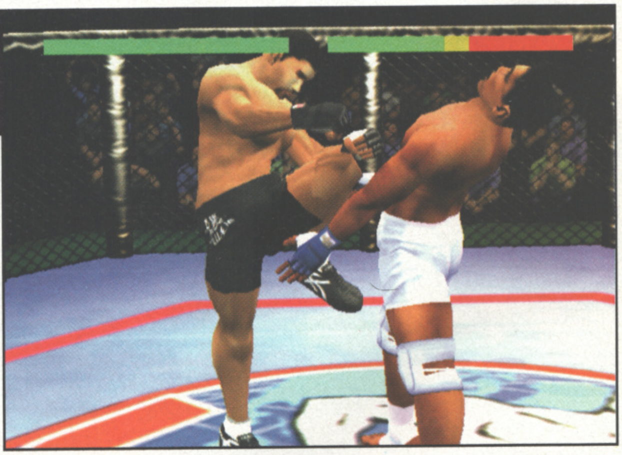
ULTRA-VIOLENCE

The UFC has been banned in 49 of the 50 US states because it's so violent, so you may not have heard of it before. That's all about to change: *UFC* on Dreamcast is a must-have game that looks and plays so realistically you'll wince and shout as the fighters trade blows. Punches look exactly like punches, and you really can't say fairer than that. UFC is the human equivalent of dog fighting. Fighters from all over the world enter the Octagon and basically beat each other senseless. The last one standing at the end of the tournament wins some cash. It's that simple.

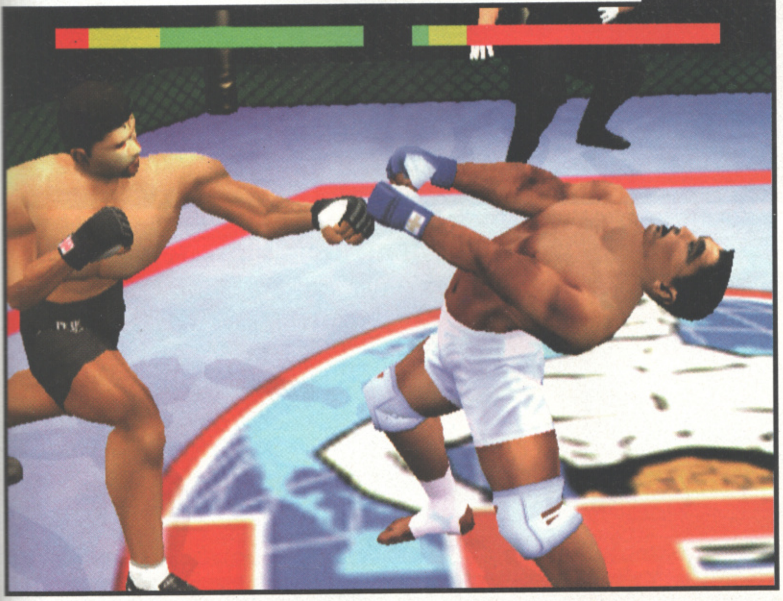
WHAT A COMBINATION

Over 3000 moves and 1200 combos have been included, as well as more fighting styles and combinations of disciplines than you even knew existed. Tae kwon do, ninjitsu, wrestling, submission fighting – you name it, it's in there. 22 real fighters from the UFC feature, but get bored of those and you can make your own with the Create-a-Fighter option. Pick weight, height, clothing, alter all his personal details and find a face that fits. Then you train him up, getting experience points and spending them on new moves. Much time can be happily spent here.

That guy's nose just became so much pulped gristle. This is about as violent as games get



Punches slam home with sickening force. You really feel it



WORTH PLAYING?

Let's get one thing clear though: this is definitely one for the boys – or rather men – and kids should be kept well away from UFC. As CVG went to press, it still hadn't been decided whether it'll get an 18 rating, but we wouldn't be the least bit surprised if it does. It's seriously good-looking, but incredibly violent. Aside from that, there's not a jot wrong with it. It's flippin' fantastic in fact. Are you ready? Right then people, let's get it on!

computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE...
Royal Rumble (DC), *Tekken 3* (PS), *Smackdown 2* (PS)

COST: £29.99
OUT: NOW
MULTIPLAYER: 1-2

WORDS & SCREENSHOTS: STEVE O

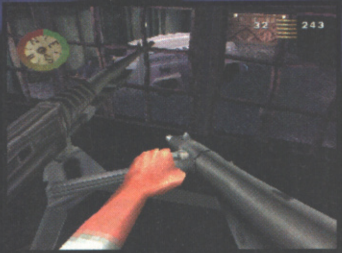
Dust off your Sten gun, those pesky Nazis need sorting out one more time

MEDAL OF HONOUR UNDERGROUND

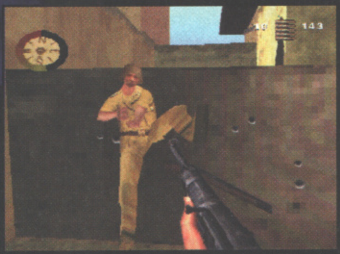
America won World War Two all on its own. We know this from Hollywood epics like Saving Private Ryan and U-571. The good old US of A invaded Europe singlehanded on D-Day, and earlier recovered a Nazi decoding machine to shorten the war. All totally true – if you believe the movies. But as any Brit knows, *we* won the war, and ask any Frenchman and they'll tell you *they* won it. So who's right? Play the sequel to last year's hit Fritz 'em up *Medal of Honour* and you'll realise it was our Gallic cousins who did it after all. Because you play a French one-man army winning the war on your tod. Oh, just to get it right, let's make that a one-woman army. Vive la France!

A NEW KIND OF WAR

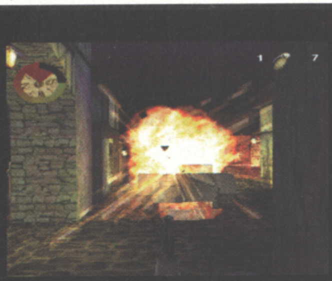
You play a French resistance fighter called Mannon who also happens to be a lass. Which doesn't stop her from being a class Kraut killer. Your missions range from taking out tanks to sneaking through enemy encampments, picking up vital recon on enemy positions. There are more than a few changes here, and mostly for the better…



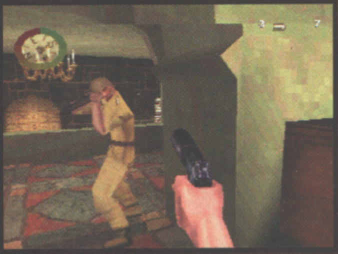
There's much fun to be had with the fixed gun emplacements dotted round the place



The death animations are spot on. Enemies hop on wounded legs and clutch their arms if you hit them



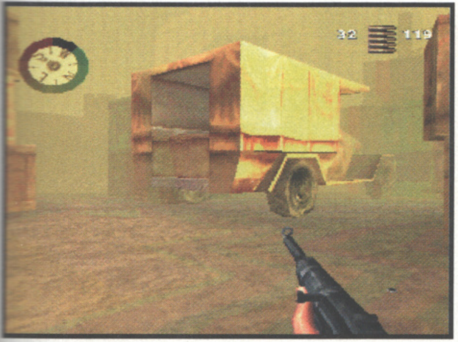
This time round you won't just be up against foot-soldiers, but hulking great Panzers too. Oh sweet



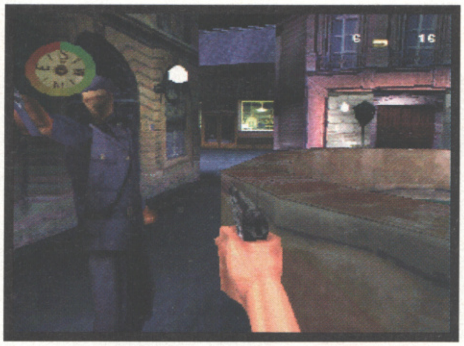
They've cranked the AI and enemy troops try to take cover and pop round corners in battle

FAR FLUNG BATTLEFIELDS

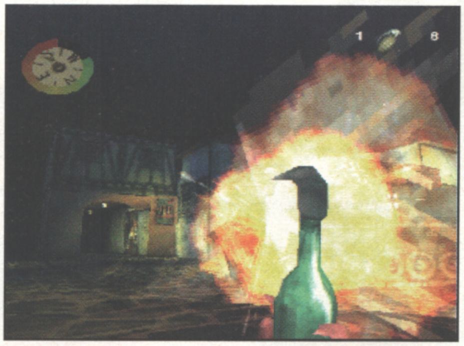
The first game was set mostly in France and Germany but this time you'll find yourself blasting the Bosche in the heat of North Africa, throwing hand-grenades at Huns in sunny Greece and nailing Nazis in war-torn Italy. Think of it as a kind of missile-stop tour of occupied Europe.



North Africa: head to Morocco to help the Yanks carry out a successful invasion to kick the Germans off those prime beaches



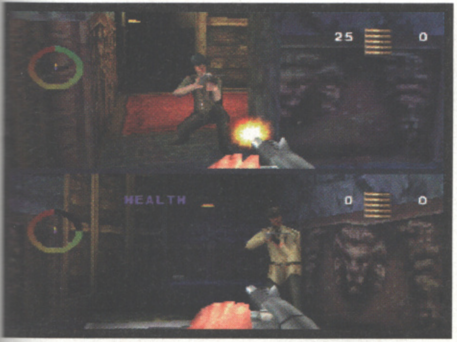
Paris: You'll be up against some garlic-swilling traitors here. "Stick this up your Eiffel Tower you collaborating scum."



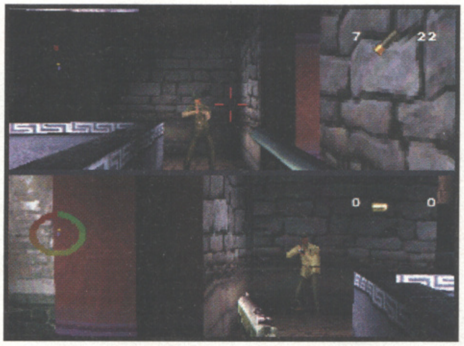
Greece: "Did yu spill wor peent?!" All hell breaks loose outside a rustic Greek taverna. A sight as familiar now as it was then

WORLD WAR2 PLAYER

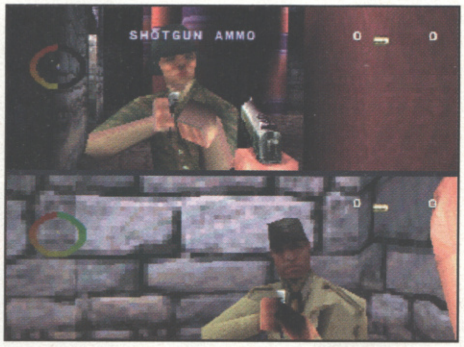
Those who bought MOH1 looking for the next GoldenEye-style multiplayer deathmatch classic were sorely disappointed. You could only get two players on at once and even then the whole thing moved like a Panzer with its tracks blown off. The bad news is that not much has changed on this front.



At least the line-up of weapons is pretty good, though you'll see the Sten gun's a bit of a favourite with the CVG team



Trouble is that everything's so slow and jerky in two-player that you end up spending ages trying to line up shots



The visuals look ropey when you get it on split screen-style. It's a damn shame, 'cos multiplayer is where an FPS really lives or dies

> **'You'll find yourself blasting the Bosche in the heat of North Africa'**

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Perfect Dark **(N64),** ***Half-Life*** **(PC/DC),** ***Quake 2*** **(PS)**

WHAT YOU NEED TO KNOW

The humble PlayStation doesn't cope too well with FPSs and with the notable exception of the impressive *Quake 2*, it's got nothing even fit to lick the boots of stone cold classics like *GoldenEye* on N64 or any of the major PC blasters. But *MOH1* was a hit nonetheless, mainly down to its engaging WW2 setting. And this update is set to succeed on the same ticket of passable graphics, decent gameplay and tip-top Nazi-blasting action.

CASUALTIES OF WAR

They've used the ceasefire between *Underground* and *MOH1* to put together a much improved fighting machine. The slightly smoother and more detailed visuals, the inclusion of enemy vehicles and expanded fighting arenas are all good. But beneath this tank's bonnet, the nuts and bolts are basically the same and the faults that made some players run up the white flag then still linger now. The multiplayer game is still a tedious chore and despite all the graphical tweaks the PS struggles to keep those frames moving. Plus the enemy AI is prone to bouts of extreme daftness.

'TAKE THAT, FRITZY!'

So for those who will never forgive the Germans for WW1, WW2, Italia 90 and Euro 96, this is a sure-fire winner. But for those who are more tuned into the new era of European integration, a game that sets its stall on slaughtering our thigh-slapping, beer-swilling continental cousins may not hold the same appeal. For those in the middle, this is a good shooter that's far from perfect but has got enough tricks in its armoury to make it worth a look. This makes Four Stars, but only just.

computer and video Games

★★★★

PlayStation

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

DRIVER2

The crime fighting racer with a lot to live up to

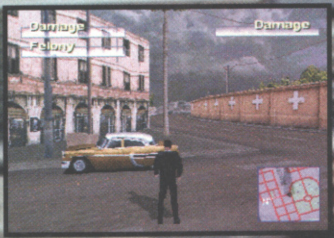
WORDS & SCREENSHOTS: LEE SKITTRELL

DRIVER 2
REFLECTIONS

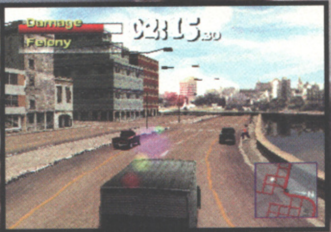
D*river 2* will most likely be one of the last big-hitting, big-budget blow-outs to grace the original PlayStation before developers cuddle up to PS2 for good. Sticking to the winning formula set by the original smash hit, *Driver 2* offers similarly high-octane thrills, a moody and grimey Seventies atmosphere and the occasional fist-eatingly frustrating moment. There are all-new driving mini-games, bendy roads and the two-player modes everyone screamed out for. It's everything you wanted from the sequel. And yet the entire CVG team was, well, underwhelmed. Here's why.

ROLLING THUNDER UNDERCOVER

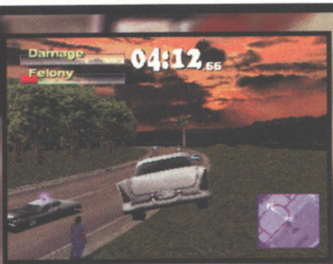
The single player story is a mostly enjoyable trawl through a murky gangland underworld. Superb cutscenes tell the story of a mysterious crime lord, a host of villainous thugs, and locations from Chicago to Vegas, and Havana to Rio.



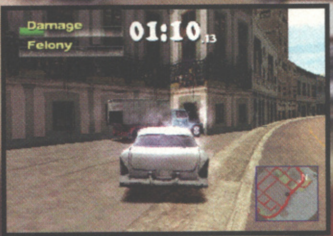
Tanner can go on foot at any time. Exploring streets for secrets opens up new challenges. The sloppy controls can be a pain, though



Switching vehicles is great fun and often essential to survive, depending on your mission. Cars handle differently to vans and trucks



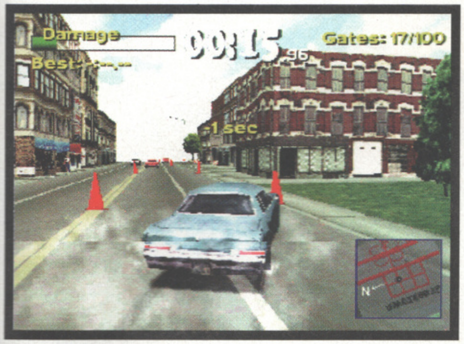
The early stages are firmly earthbound, but later you'll get some crazy mid-air ramping action. Watch your landings or take damage



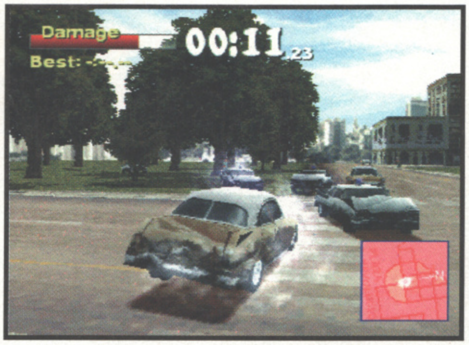
Ram-raiders rejoice! You get to smack up other vehicles all in the name of undercover policing. Again, you gotta watch your own damage meter

DRIVING MISS CRAZY

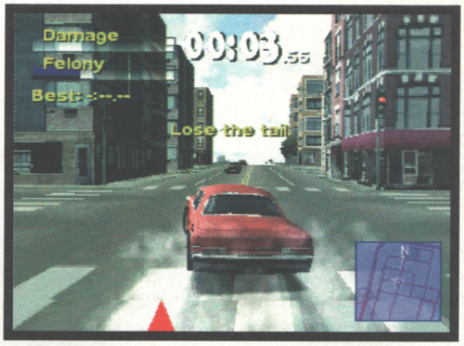
New additions to the sequel include a set of mini-games. These can be played in different locations in all four cities offering muchos gameplay meat. They're quite simple in theory, but often incredibly frustrating in practice. Fun for a limited time, but best used as training to master the skills needed in single player.



Slalom through the bollards in the Gate Racing game. Good for players needing to brush up on their handbrake turns



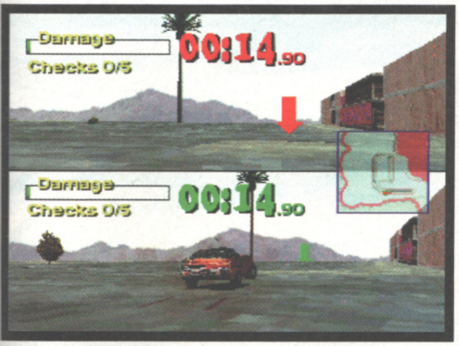
Survival mode is the coolest of the driving games as there's lots of lovely twisted metal and bashed-up cop cars to be seen



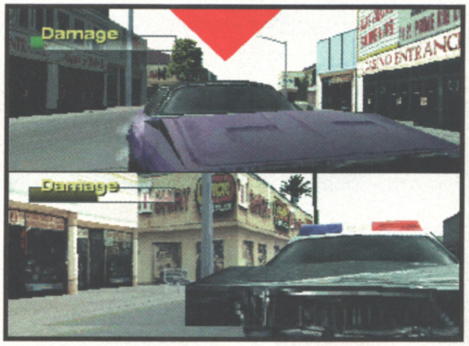
Quick Getaway mode is great for practising losing the many tails you'll need to shake through the course of the game

MULTIPLAYER MOANS

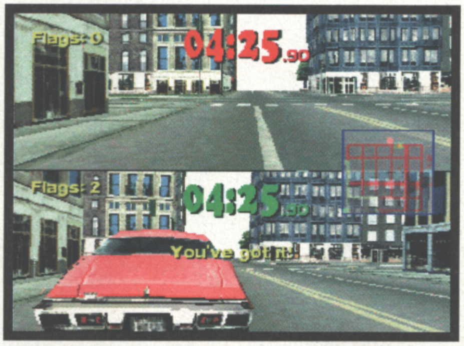
Fans of the original *Driver* who are gagging for two-player fun will be impressed with the number of multiplayer games you can play. They're good, but not as rocking as we'd hoped and most of them are over way too quickly. The dreadful pop-up and fixed in-car viewpoint don't help either.



Checkpoint: race to the checkpoints before your opponent



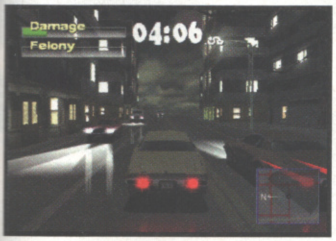
Cops and Robbers: one of you's the heat, the other a crim. Top fun



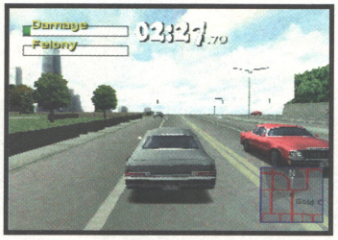
Capture the Flag: a bit confusing but one of the better two-players

U.G.L.Y. NO ALIBI?

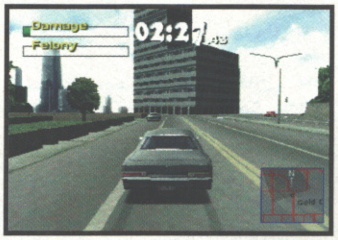
FMVs apart, *Driver 2* is mostly ugly. The PS's limits are painfully obvious with jagged edges and hideous textures jerking around your motor. The pop-up often hinders gameplay as cars you're chasing will often disappear into buildings that have sprung out of nowhere, and split-screen games can look well rough.



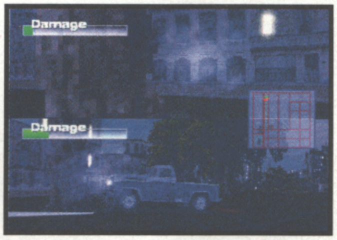
Reflections and motion blurs look good at night



Check this pop up: see the timer? 2:27.70...



...Now look! Where'd that tower come from?



Multiplay at night made us feel ill. Shame, really

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...
***MSR* (DC), *Midtown Madness 2* (PC)**

FIRM BUT FAIR

We wanted to love *Driver 2* like we did the first, but despite the new features there's a sense of 'same-old-same-old'. Single player is good, but it's too similar in both mission type and style to the first game. And the free-roaming Take A Ride mode isn't as fun as we'd hoped.

VALUE FOR MONEY

Let's not be too harsh. The mini games, multiplayer modes and hidden secrets make this a value package and we defy anyone not to get sucked into the strong plot-driven Undercover mode. But the uneven difficulty level and enemy AI glitches can't help but frustrate.

CLOSE BUT...

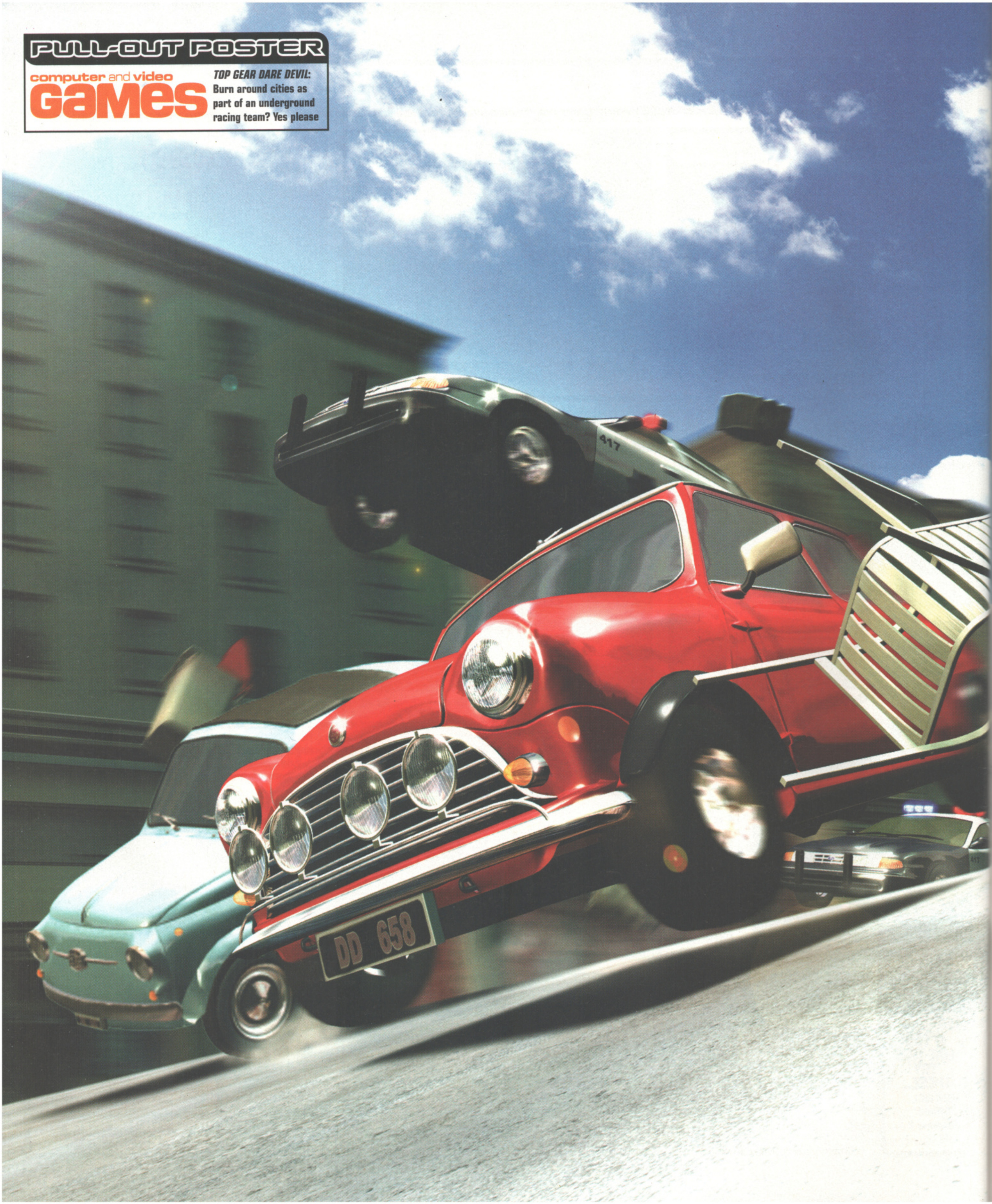
Driver 2 is a good game and the Four Stars reflect that. The negative points we've highlighted do cause problems, but *Driver* fans – along with the more patient of you – will be able to see past them and find plenty of enjoyment. Having had such high hopes though, we can't help but feel a mite disappointed.

computer and video Games
★★★★

PULL-OUT POSTER

computer and video GAMES

TOP GEAR DARE DEVIL: Burn around cities as part of an underground racing team? Yes please



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LE MANS 24 HOURS

Run-of-the-mill racing realism

WORDS & SCREENSHOTS: JOHNNY MINKLEY

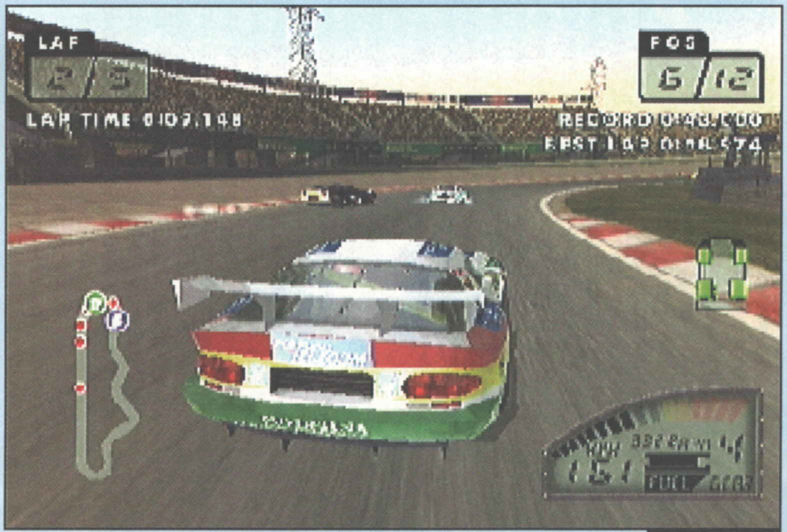
Dreamcast

COST: £39.99
OUT: 17 NOV
MULTIPLAYER: **1-4**

WHAT YOU NEED TO KNOW
Based on the world's most gruelling road race, *Le Mans 24hr* features a selection of accurate circuits and vehicles, including a stunningly detailed rendition of the Le Mans circuit itself. There are the usual modes of play you'd expect, such as Championship and Quick Race, plus an ace four-player mode for the more socially-inclined driver.

ARE YOU FOR REAL?
Presentation is superb, with excellent graphics containing minimal pop-up and a totally convincing sense of speed, (even in four-player). The cars handle extremely well in a variety of conditions, and tyre-wear and fuel consumption give the game a sense of tactical realism. It is this well-observed realism that ends up being *Le Mans*' Achilles' heal, though. While fans of the real thing can whip themselves up into a frenzy over the precision placement of trees, to the casual gamer it's just another track in a game. Le Mans itself may provide heart-stopping action in the real world, but its never-ending straights become tedious on the small screen. The same goes for the other tracks, though to a lesser extent, and it seems that the balance is tipped a little too much in favour of accuracy rather than fun.

WORTH PLAYING?
Realism need not be dull, as *MSR* proves so well, but the main worry here is that the tracks are tiresome and too few. This is a shame as the game plays beautifully and looks a treat. If only some kind of *V-Rally*-style track editor had been included, it could have made all the difference. Obsessive fans of the race will love it, and for the hardcore/deranged there's even an option to race the full 24hrs. But the uninitiated will grow weary of the repetitive action and crave excitement of a more variable nature. We need better to hold our DC attention this Xmas.



It really does look mint in full motion but there's no spark about the racing to keep it fun

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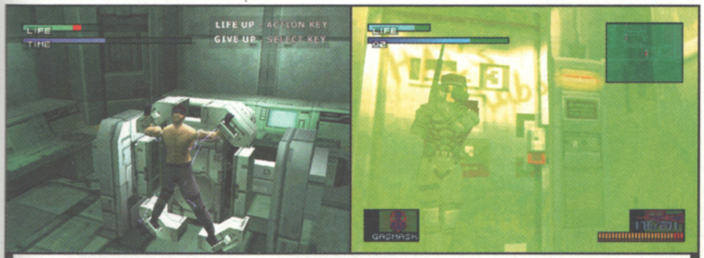
IF YOU LIKE THIS TRY THESE...
Metropolis Street Racer (DC), *Ferrari F355 Challenge* (DC)



METAL GEAR SOLID

PlayStation classic defects to the PC

FORMAT: PC
PRICE: £24.99
OUT: NOW
MULTIPLAYER: NO

WHAT YOU NEED TO KNOW
MGS hits the PC with enhanced 3D card powered graphics and all the features from both versions of the PS game. But isn't it all a bit late?

SECOND HAND
With PC gamers only getting this as PS 2 is gearing up for the sequel, you can't help feel it's a little second-hand. It may have a lot of VR training missions, but they're all short and don't capture the tension and atmos that make *MGS* what it is.

WORTH PLAYING?
A first-person viewpoint is now open from the start, which makes for interesting – though tougher – playing. Not being able to see many of the guards in this mode lessens the tension, but should make FPS freaks happy. If you haven't played it on PS, then buy it – there are more original gameplay ideas here than most developers manage in a lifetime. If you have played it on PS, this a non-event.

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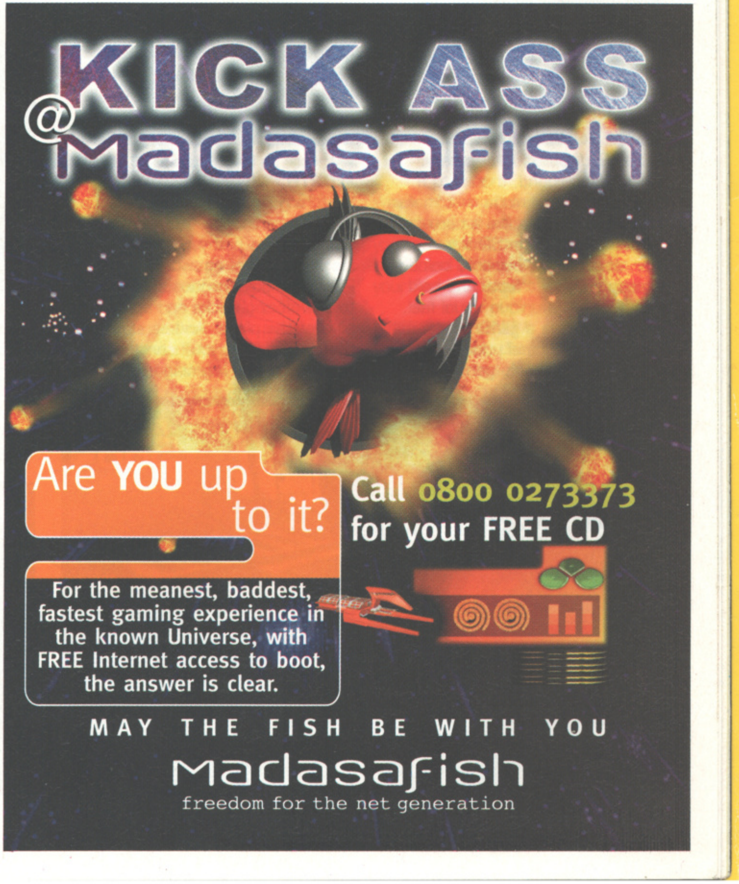

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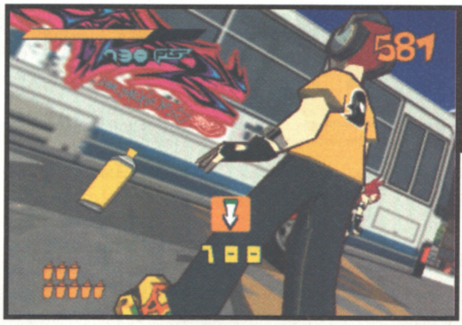
freedom for the net generation

Dreamcast

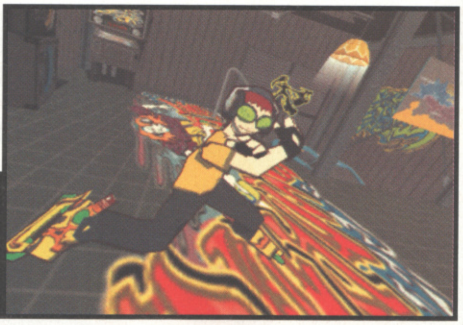
COST: **£39.99**

OUT: **NOV**

MULTIPLAYER: **NO**



You bang out combos on your control stick to spray your designs around the place. If the police are about you have to be quick



Breakdancing, rollerblading, graffiti spraying and hip hop. You can't fail but be ultra-cool with a mix like that

JET SET RADIO

Coolest game ever made? Yup

WORDS & SCREENSHOTS: STEVE F

WHAT YOU NEED TO KNOW

Futuristic Tokyo-to is being overrun by mad kids on rollerblades spraying graffiti and running riot. But you're not out to stop them, you're one of them and it's up to you to fend off rival gangs and the cops while leaving your spray painted mark wherever you go. On each free-roaming level you have a set number of graffiti tags to spray, and you have to hunt down their locations and bust out some rhythm-action style moves on the analogue stick to paint. All the while you need to keep collecting paint, avoid the cops, and later on deal with their tooled-up army mates.

LOOKIN' FLY

Jet Set Radio looks like virtually nothing else around, thanks to a new graphical technique that makes the whole thing look like a cartoon. Everything's drawn in 3D like any other skate game, but solid colours, fantastic shadow effects and bold outlines give it a unique visual feel. The end result is a game so stylish looking that you'll feel under-dressed playing it. It's a simple game at heart, but the fact that it looks more next-gen than most PS2 stuff means *JSR* is one you'll want to show to all your mates.

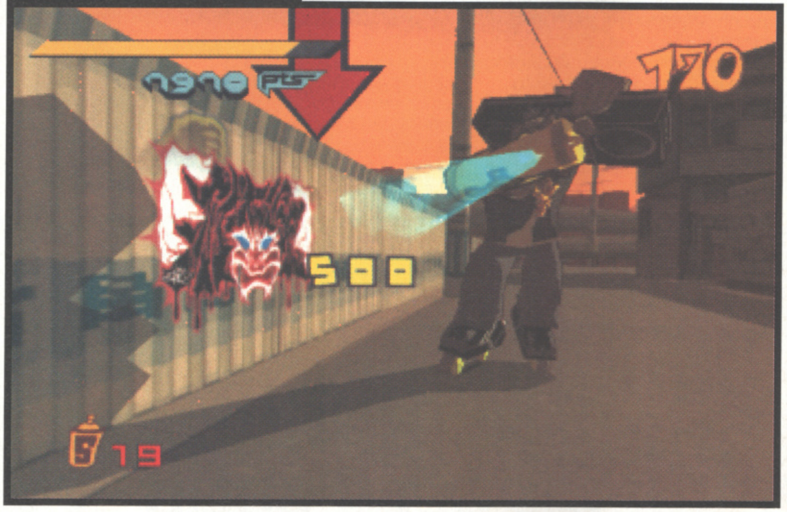
MORE TO THE MIX

This is one of the rare occasions where we get an improved version of a Japanese game. Sega has added two extra new areas to *JSR*, and roped in a load of big name artists to lay down some beats on the soundtrack. So you'll be grooving to the sounds of *Jurassic 5* and *Mixmaster Mike* on levels based on Chicago and New York while our Japanese friends are stuck with poxy old Tokyo to the tune of some big-in-Japan artists we've never heard of.

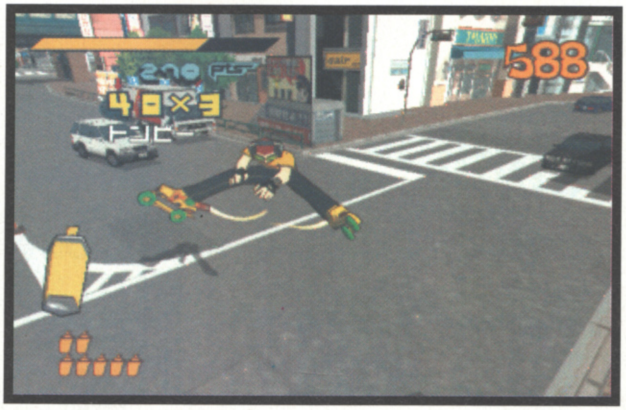
WORTH PLAYING?

Watching *Jet Set* is a joy thanks to its crisp cartoon visuals. Add the bangin' tunes and you've got the hippest piece of software, ever. Playing it rocks because it's so easy to pull off cool tricks and spray tags all over the place. And as simple as the gameplay is, you'll constantly get kicks out of learning new techniques and working out how to reach new areas. But let downs come in the form of an absence of a two-player mode, and the fact that the single player adventure won't last you long. This is a stroke of genius, but only a fleeting one.

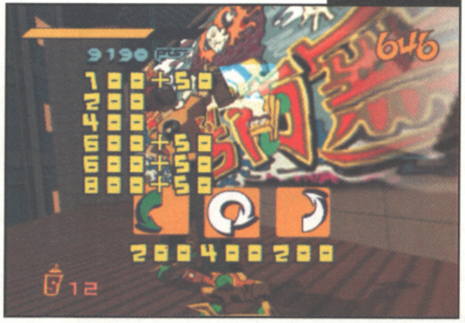
The visuals are so stylish that Donatella Versace would bow down in respect



You play as loads of different bladers



Big jobs need big combos and plenty of paint



computer and video Games

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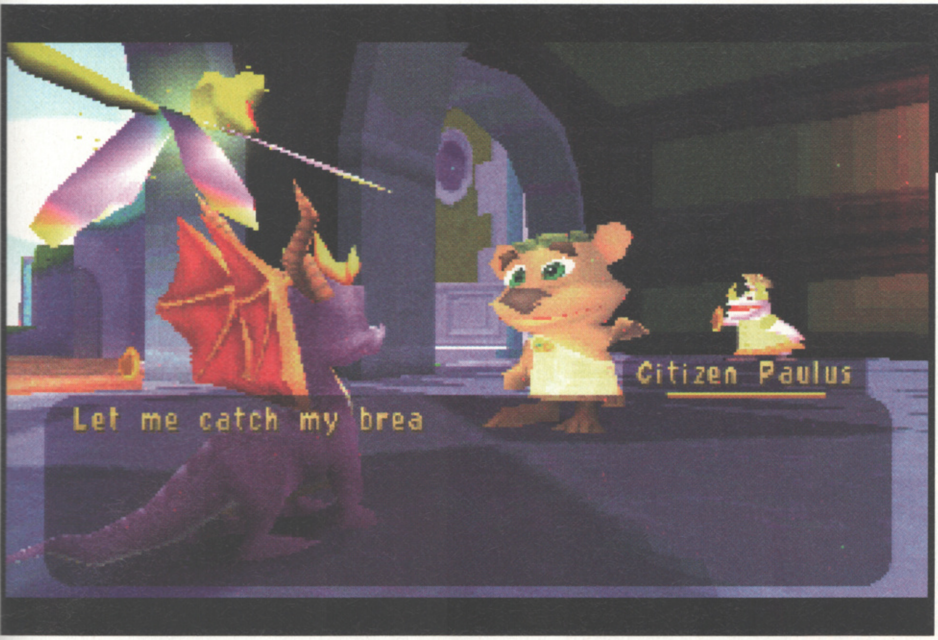
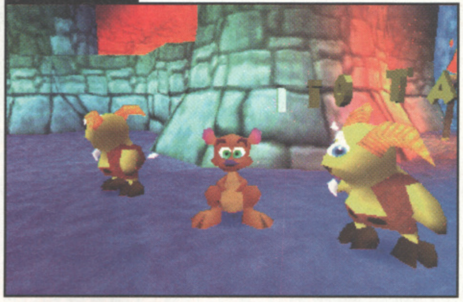
IF YOU LIKE THIS TRY THESE...

Tony Hawk's Skateboarding (DC), *Photoshop 5.5* (PC, MAC)



These little fluffy guys are getting a whuppin' off a bunch of rhinos. You'd better help them out before their fur starts flying.

This is playable character Sheila the Kangaroo. Don't just sit there looking all big-eyed. Bless.

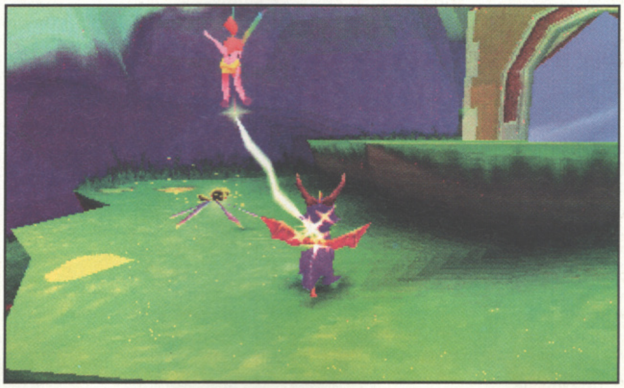


COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **NO**

SPYRO: YEAR OF THE DRAGON

Spyro: year of fun but predictable gameplay, more like

WORDS & SCREENSHOTS: STEVE O



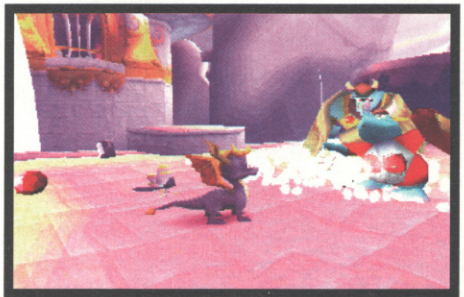
That bug to Spyro's left is good old Sparx, Spyro's long-time dragonfly sidekick

WHAT YOU NEED TO KNOW

Much like Britney Spears, *Spyro: The Year of the Dragon* looks on the surface like something only the younger generation should be into but in fact is something that would please adults everywhere if they were to get stuck into it. Underneath the sugary veneer that coats this game like a sickeningly cute pair of pyjamas is a classy slice of 3D platforming all wrapped up in some spot-on visuals and rampant gameplay that really puts the PlayStation through its paces.

BEDTIME STORY

All is not well in Spyro land. The plot this time round is that some rancidly evil witch or other has nicked all the dragon eggs in the place and made off with them to further her devious ends. So Spyro's got to fetch them all back and prevent the end of the world. And to do that, as ever, Spyro's got to jump, fly, run and swim round the place spitting fire at baddies, playing fun-packed mini-games, and collecting a whole lot of gems and dragon eggs. Oh, did we mentioned *Spyro's* got to save the world? We actually meant Spyro, Sheila, Bentley, Sgt Byrd and Agent 9.



Apart from the platforming and puzzling, there's much battling to be done too

JOIN THE PARTY

Yes, this time round Spyro's not alone and you get to play as four other characters along the way to take the load off the little lizard's cute, bat-winged shoulders. The first friendly face you'll come across is Sheila the kangeroo. Sheila can jump higher than a grasshopper on a stick of dynamite and delivers a kick hard enough to send you into the next dimension. She's pretty cool. What with all the other characters boasting a variety of useful special abilities and their own brands in cuteness, a nice bit of variety is added to the gameplay.

STUFFED FULL

That's not to say that there ain't plenty to do in the first place. In fact, the levels are impressively large, stocked with furry characters to save and chat to, pick-ups to grab, nasty beasts to bash and hidden secrets to uncover. And there'll be much revisiting done before you'll get the most out of these expansive levels. To get to an exit in any given area isn't hard, but you soon realise that most of these locations have far more than the one task to complete. Call up your world atlas and you can find out which jobs you have or haven't completed for each stage, enabling you to root out those alternative paths and hidden sub-games to your heart's content.

WORTH BUYING?

Without doubt, these guys have pretty much mastered the art of the oh-so-pretty PS 3D platformer. And this is arguably the finest of the *Spyro* games of all. But on the down side, for all its extra-cuteness, new characters, smoothed-out visuals and armoury of sub-games, we *have* seen this all before. Hence the less-than-perfect score.

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IF YOU LIKE THIS TRY THESE...
Rayman 2 (DC/PS), *Mario 64* (N64), *Croc* (PS)

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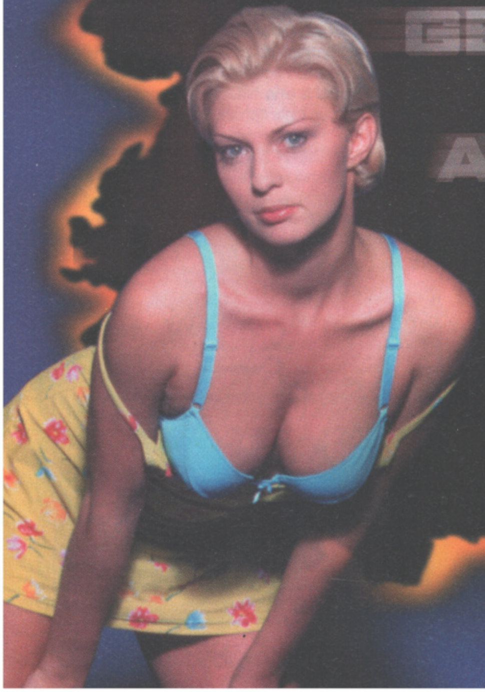

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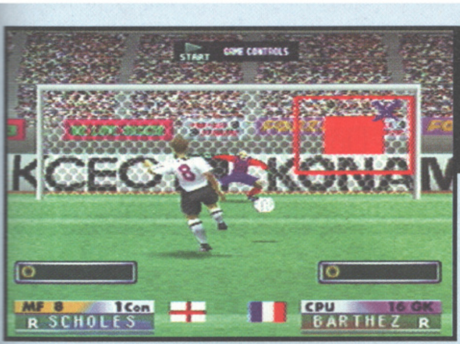
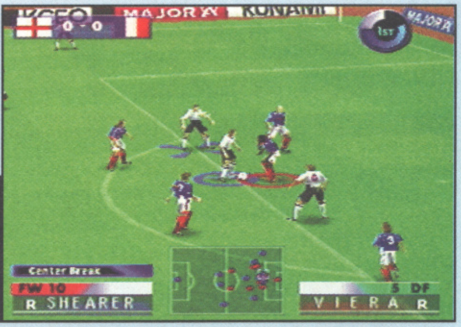


N64 gamers will recognise this penalty routine. The game is almost identical to *ISS* on the Nintendo



Having the real player names is about the only advance this game makes in the world of ISS. Shame

COST: **£34.99**
OUT: **DEC**
MULTIPLAYER: **1-4**

INTERNATIONAL SUPERSTAR SOCCER

Ref, *ISS* is offside! Are you blind?

WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

While the world awaits the sequel to the mighty *ISS Evolution*, *ISS* dives from behind, feet first into the PS footy fray. Essentially a port the N64's *ISS 2000*, *ISS* (yes, just plain *ISS*, no fancy names) is a stand-alone rather than a sequel to any existing PS titles. As a result, it sits somewhat awkwardly between the original *Evo* and its hotly-anticipated sequel, smacking more of a stop-gap than a genuinely original title.

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CH-CH-CHANGES

Why this game has been made at all is a little baffling (other than to ensure all the main formats have a 'new' *ISS* game this autumn). It looks and plays pretty much the same as the N64 game, and while in isolation this is no bad thing per se, times have changed and in a post *Evolution* world, this just doesn't cut the mustard. On the plus side, there are stacks of swanky moves to learn and there's a great four-player option.

ROSWELL ALIENS

The only major downside to *ISS* games has been the lack of proper player names, meaning hours of fiddly name-changing to create your favourite team. *ISS* does finally put this right, and though the players look like deformed Roswell aliens, they *do* have the right hair and skin colour. For a relatively backward facing game, this is a refreshing step in the right direction.

WORTH PLAYING?

You'd have to be daft to buy this if you already own *ISS Evo*, and if you don't, you're probably a slavering loony anyway. If you really can't wait 'til *Evolution 2* next Feb, check out *UEFA* (below) first. If you just have to satisfy your curiosity about *ISS*, then borrow a mate's copy first.

1st 5:00
RED CARD
MF 8
SCHOLES

computer and video
Games
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IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS), *UEFA Champions League 2000/1* (PS), *FIFA 2000* (PS/PC), *Virtua Striker 2* (DC)

UEFA CHAMPIONS LEAGUE 2000/1

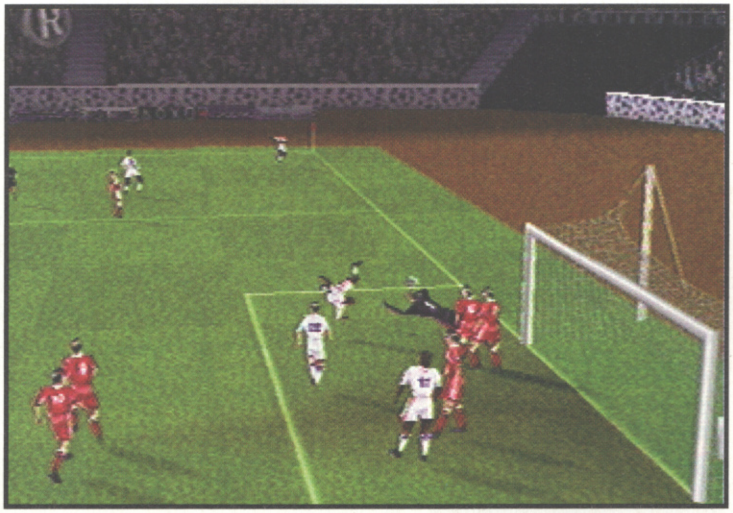
Makes the semi-finals

WORDS & SCREENSHOTS: JOHNNY MINKLEY

COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

WHAT YOU NEED TO KNOW

Draped on a sunbed in the Carribbean, sipping cocktails and working on their tan, *ISS* and *FIFA* have long been able to live the life of leisure, smug from their all-conquering superiority in the world of PS footy games. In a genre swamped with sequels and updates, *UEFA Champions League 2000/1* is right at home, but with all the players and teams from the current season plus some flashy gameplay, it might have the skills to worry the big boys.



WHO ARE YA? WHO ARE YA?

The game plays well and is incredibly accessible – even if you've never kicked a ball in your life you'll be stringing together sublime passing moves in no time. While this may irk footy veterans, it does make *UEFA* easy to get into. This time round though they've included three speed options, great camera angles (including a fab *Sensi Soccer*-style bird's eye view), and a wealth of customisable options. Controls are similar to *ISS*, with all the joypad buttons used to provide a comprehensive set of moves. Presentation is also top notch, and they've made excellent use of the licence, with plenty of clips and music from the TV coverage, good commentary and even classic Champions' League teams of yore. Real Madrid '60 Vs Man Utd '68 anyone? Dad'll be happy at least. The graphics are a little rough, but at least some effort has gone into making individual players recognisable.

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Spartak 0

WORTH PLAYING?

The downers are a lack of the tactical depth of *ISS* and a four-player mode, so it can't boast *Evolution*'s long-term appeal. If you're after a spot of quick-fix footy action on the cheap though, this may well fill the void until *Evo 2*. But for the hardcore footy-nutter, *Evolution* still reigns supreme.

computer and video
Games
★★★★

IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS), *FIFA 2000* (PS/PC), *Virtua Striker 2* (DC)

PlayStation

COST: £29.99
OUT: DEC
MULTIPLAYER: **1-2**

PRINCE NASEEM BOXING

WORDS & SCREENSHOTS: STEVE O

Don't tell Naz we said this

WHAT YOU NEED TO KNOW

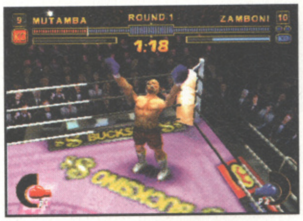
C'mon, admit it. You think Naz is a great fighter, don't you? We all do. But don't for a minute think that means the game with his name on it is any cop, because it's not. In fact it's a howler. This is a boxer that tries to be at one moment a beat 'em up and the next a simulation, but only succeeds in making playing it as much fun as sparring a few rounds with Mike Tyson. With your arms tied behind your back.

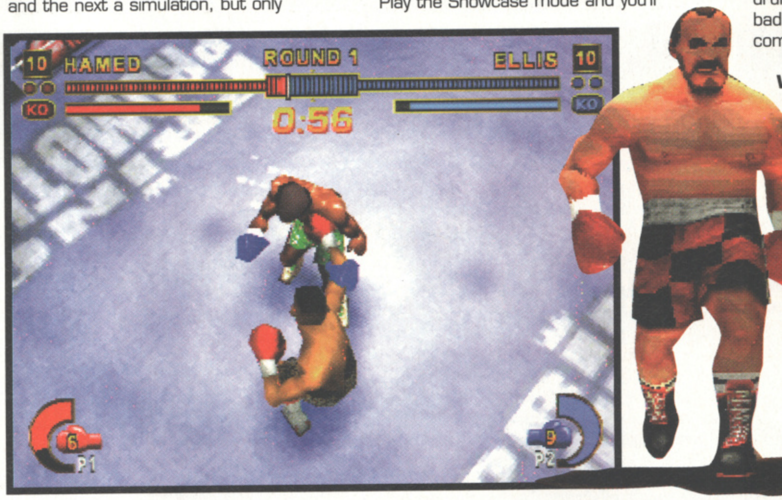
PUNCH DRUNK

Much like the transexuals of this world, *PHB* doesn't know what it wants to be. Play the Showcase mode and you'll wade through opponents like nobody's business. Play the World mode and your ass will take a serious panning. And neither of these styles is a whole lot of laughs. Not when the fighters waddle round the ring like pregnant ducks throwing punches with all the ferocity of drunken koala bears. Things have gone badly wrong here, and not even the cool combo-teaching Sparring mode can lift it.

WORTH PLAYING?

It's been in the pipeline for around two years, but now *PNB* finally emerges it smells like you'd expect anything that hasn't seen daylight for nigh on 24 months would. This won't take up much more of your time than a real Naz fight, and it's a damn sight less fun.


You'll celebrate too when the game is over



computer and video
Games
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IF YOU LIKE THIS TRY THESE...
Ready 2 Rumble (DC/PS)

PlayStation

COST: £24.99
OUT: DEC
MULTIPLAYER: **1-4**

CRASH BASH

Put this on and your party will be pooped

WORDS & SCREENSHOTS: STEVE O

WHAT YOU NEED TO KNOW

Apart from winning awards, there's nothing games designers love more than making lots of money. So you know any title that sells well is going to spawn a host of sequels and cash-in spin-offs. And be warned, *Crash Bash* is one of the latter ilk.

MANGICOOT

Bearing no resemblance at all to the original *Bandicoot* series, what you get for your money is a collection of multiplayer party games. And all of them are short-lived, hackneyed affairs that won't keep your attention for too long. You all take a character from the *Bandicoot* games and try to knock each other off the iceberg, beat each other senseless with boxes or deflect ball-bearings into each other's goals and the like. It's very basic, not a whole lot of fun and offers little new over mini-game fests we've seen before.

WORTH BUYING?

There are pitifully few events and none of them have enough staying power to lure you back after a few games, even in multiplayer. And only a lunatic would want to play this for long in single player. It lacks the crazy humour of *Bishi Bashi* or *Incredible Crisis*, and the addictive gameplay of the events in *Mario Party*. The words 'money' and 'old rope' come to mind. We can't think of many reasons to buy this at all.

If we wanted a bat 'n' ball re-hash, we'd have asked for one

Who is this bizarre creature? Who cares?

Chuck boxes at each other 'til the last man standing. Fun for a while. A *short* while

Everybody bounces round on little polar bears trying to ram each other off the edge

computer and video
Games
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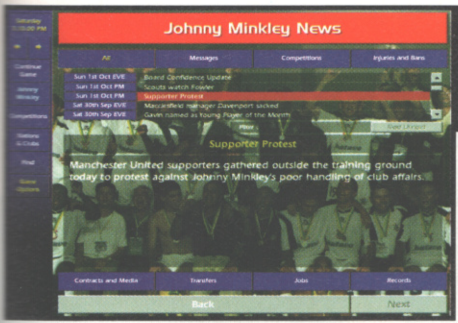
IF YOU LIKE THIS...
...you're sick. Try *Incredible Crisis* (PS) and *Bishi Bashi Special* (PS)



Saturday
3:00:00 PM
Continue Game
Johnny Minkley
Competitions
Nations & Clubs
Find
Game Options
All
Messages
Competitions
Injuries and Bans
Poor
Contracts and Media
Transfers
Jobs
Records
Back
Next

Johnny Minkley News

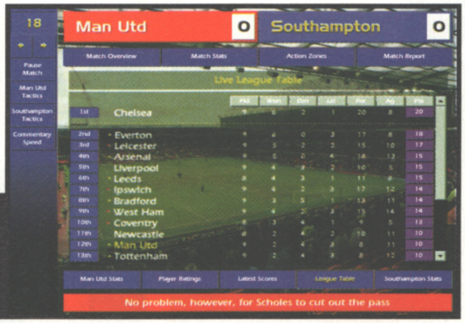
Sun 1st Oct EVE	Board Confidence Update
Sun 1st Oct PM	Scouts watch Fowler
Sun 1st Oct PM	Supporter Protest
Sat 30th Sep EVE	Macclesfield manager Davenport sacked
Sat 30th Sep EVE	Gavin named as Young Player of the Month

Supporter Protest

Manchester United supporters gathered outside the training ground today to protest against Johnny Minkley's poor handling of club affairs.

Don't deliver the goods and you'll get stick from the fans. Ignore them – what do they know?

After nine games our Johnny takes the best squad in the land to 12th in the table. Way to go



18
Pause Match
Man Utd Tactics
Southampton Tactics
Commentary Speed
Match Overview
Match Stats
Action Zones
Match Report
Man Utd Stats
Player Ratings
Latest Scores
League Table
Southampton Stats

Man Utd 0 Southampton 0

Live League Table

		Pld	Won	Drn	Lst	For	Ag	Pts
1st	Chelsea	9	6	2	1	20	8	20
2nd	Everton	9	6	0	3	17	8	18
3rd	Leicester	9	5	2	2	15	10	17
4th	Arsenal	9	5	0	4	14	12	15
5th	Liverpool	9	4	3	2	10	5	15
6th	Leeds	8	4	3	1	11	9	15
7th	Ipswich	9	4	2	3	17	12	14
8th	Bradford	9	3	5	1	13	11	14
9th	West Ham	9	4	2	3	15	14	14
10th	Coventry	8	3	4	1	9	5	13
11th	Newcastle	8	2	4	2	10	11	10
12th	Man Utd	9	2	4	3	8	11	10
13th	Tottenham	9	2	4	3	8	12	10

No problem, however, for Scholes to cut out the pass

PC CD ROM

COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **1-16**

CHAMPIONSHIP MANAGER SEASON 00/01

WORDS & SCREENSHOTS: JOHNNY MINKLEY

Reckon you could manage England better than me? Eeyore!

WHAT YOU NEED TO KNOW

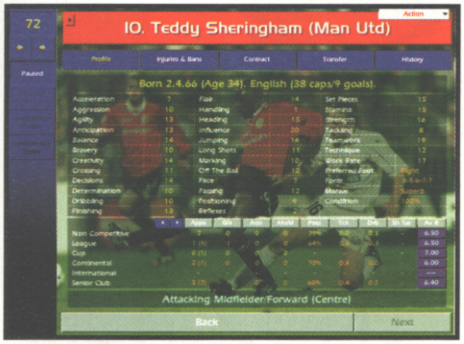
The undisputed king of footy management makes its annual return, decimating social lives and destroying relationships throughout the land. With its insane attention to detail, immersive gameplay, and mind-boggling stats, *CM* has always been the football connoisseur's first choice. This update of the all-singing, all-dancing coach 'em up naturally contains up-to-date stats for the new season, plus a selection of new features to make all you wannabe-Wengers out there muddy your jockstraps in excitement.

YOU'RE NOT SINGING ANYMORE

This time a staggering 50,000 people are detailed, from top players down to team scouts. Other enhancements include hands-on media involvement. Some greasy hack reckons you've got the tactical nous of Kevin Keegan – how will you respond? The same goes for criticisms levelled at your players. You can defend them or stick the knife in if they're performing like Phil Neville for England. These dealings with the media affects how you're perceived as a manager.

WHO'S THE *&$%$ IN THE BLACK?

You can now also approach the FA to complain about a referee wearing two eyepatches during a match, or to rearrange a fixture.



72
Paused
Action
Profile
Injuries & Bans
Contract
Transfer
History
Back
Next

10. Teddy Sheringham (Man Utd)

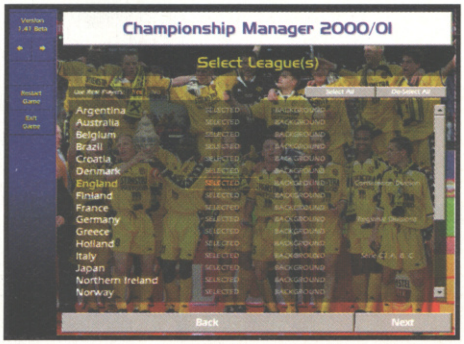
Born 2.4.66 (Age 34). English (38 caps/9 goals).

Acceleration	7	Flair	14	Set Pieces	15
Aggression	10	Handling	1	Stamina	15
Agility	13	Heading	15	Strength	16
Anticipation	13	Influence	20	Tackling	8
Balance	14	Jumping	14	Teamwork	19
Bravery	10	Long Shots	11	Technique	12
Creativity	14	Marking	10	Work Rate	17
Crossing	11	Off The Ball	12	Preferred Foot	Right
Decisions	14	Pace	7	Form	6-5-6-7-7
Determination	10	Passing	12	Morale	Superb
Dribbling	10	Positioning	9	Condition	100%
Finishing	13	Reflexes	2		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	2	0	0	0	79%	0.0	0.5	-	6.50
League	1 (5)	1	0	0	64%	0.3	0.3	-	6.50
Cup	0 (1)	0	0	0	-	-	-	-	7.00
Continental	2 (1)	0	0	0	70%	0.8	0.0	-	6.00
International	-	-	-	-	-	-	-	-	---
Senior Club	3 (7)	0	0	0	68%	0.4	0.2	-	6.40

Attacking Midfielder/Forward (Centre)

Teddy Sheringham, pace 7/20. That's a bit optimistic isn't it?



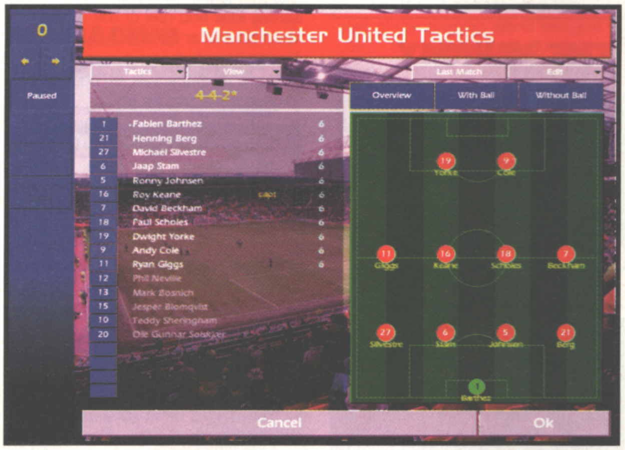
Version 1.41 Beta
Restart Game
Exit Game
Use Real Players
Select All
De-Select All
Back
Next

Championship Manager 2000/01

Select League(s)

Argentina	SELECTED	BACKGROUND
Australia	SELECTED	BACKGROUND
Belgium	SELECTED	BACKGROUND
Brazil	SELECTED	BACKGROUND
Croatia	SELECTED	BACKGROUND
Denmark	SELECTED	BACKGROUND
England	SELECTED	BACKGROUND
Finland	SELECTED	BACKGROUND
France	SELECTED	BACKGROUND
Germany	SELECTED	BACKGROUND
Greece	SELECTED	BACKGROUND
Holland	SELECTED	BACKGROUND
Italy	SELECTED	BACKGROUND
Japan	SELECTED	BACKGROUND
Northern Ireland	SELECTED	BACKGROUND
Norway	SELECTED	BACKGROUND

You can manage a side from a bewildering array of leagues. When we saw this we couldn't wait to have a crack at the Finnish title



0
Paused
Tactics
View
Last Match
Edit
Overview
With Ball
Without Ball
19 Yorke
9 Cole
11 Giggs
16 Keane
18 Scholes
7 Beckham
27 Silvestre
6 Stam
5 Johnsen
21 Berg
1 Barthez
Cancel
Ok

Manchester United Tactics

4-4-2*

1	Fabien Barthez		6
21	Henning Berg		6
27	Michael Silvestre		6
6	Jaap Stam		6
5	Ronny Johnsen		6
16	Roy Keane	capt	6
7	David Beckham		6
18	Paul Scholes		6
19	Dwight Yorke		6
9	Andy Cole		6
11	Ryan Giggs		6
12	Phil Neville		
13	Mark Bosnich		
15	Jesper Blomqvist		
10	Teddy Sheringham		
20	Ole Gunnar Solskjaer		

The interface is user-friendly, and the easy to find pop-up menus allow you to navigate the game with ease and tinker with pretty much everything. The good ol' flashing commentary bar returns to provide in-match thrills 'n' spills, and you can call up a live league table during a game to assess your team's position at any time.

WORTH PLAYING?

This isn't for casual players, and without patience you'll struggle to get results. You must be dedicated, which will put some off. But the football-mad will be ecstatic at the level of detail. You can even update player stats off the Net (which means the next *CM* can focus on gameplay improvements). So is this a worthwhile update? Depends how desperately you want accurate and current stats. If you own the last one, it's questionable whether the new features – though excellent – justify you forking out again. That said, unless you beat The Sun's donkey to the England job, you won't find a more complete and immersive managerial experience.

COMPETITION

We've got five copies of the game to win. Send your answer on a postcard marked Eeyore Compo to the usual address.

Which creature did the Sun newspaper reckon should be the next England manager?

A/ A duck-billed platypus
B/ A donkey
C/ Our teenage heart-throb, Lee

Answers must be with us by no later than December 13th

computer and video Games

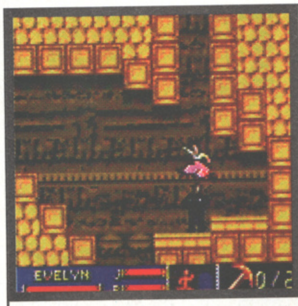
★★★★

IF YOU LIKE THIS TRY THESE...
LMA Manager (PS), *Alex Ferguson's Player Manager* (PS)

MUMMY'S BOY

WORDS AND SCREENSHOTS: JOHNNY MINKLEY

We sort Game Boy's rotting corpses from the perfectly preserved Pharaohs



COST: **£24.99**
OUT: **DEC**
MULTIPLAYER: **NO**

THE MUMMY

WHAT YOU NEED TO KNOW.
Based on the Hollywood blockbuster, you guide a trio of heroes around underground labyrinths and tombs in 1920s Egypt. Unfortunately, the all-action, special effects-laden, rollercoaster ride of the movie has been translated into a slightly uninspired platformer full of level-after-level of basic, repetitive puzzle-solving.

I WANT MY MUMMY
The three controllable characters have different abilities, such as the ability to use dynamite, or jump like Jonathan Edwards, and all must be used to progress. Learning to use these skills keeps play interesting for a while, but ultimately there's little incentive to continue as the levels are too similar and time-consuming rather than challenging.

WORTH PLAYING?
The in-game graphics are a bit tired and character animation is jerky, although the cut scenes are worth a watch and the music's eerie and atmospheric. It's fun for a while, but all too soon the eyes begin to glaze over due to the samey look and feel of the levels. You'd do better to check out *Tomb Raider* first, but if you've got cash to burn, then try this, or best of all, borrow a mate's copy.

computer and video games
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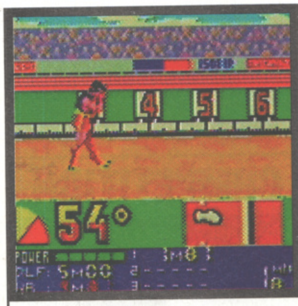


COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

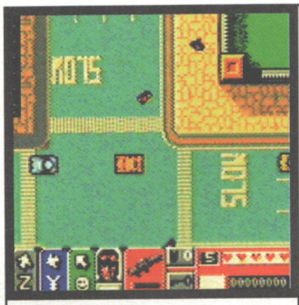
CARL LEWIS ATHLETICS 2000

WHAT YOU NEED TO KNOW
The Sydney Olympics may be a distant memory, but this fab, button-bashing *Track & Field*-a-like keeps the Olympic flame burning brightly. With 14 gruelling events (twice as many as the DC's *Virtua Athlete*), ranging from long jump to the wicked, wrist-straining torture of the 1500m, there's more than enough to keep all finger-gymnasts happy.

I AIN'T AFRAID OF NO GHOST
Carl Lewis must be about a million years old now, but if this game's anything to go by, there's life in the old dog yet. With large, well-animated sprites, and solid gameplay, *CLA 2000* packs more punch than Audley Harrison. There's no simultaneous two-player action unfortunately, but you can transfer player data between GBs to race against a mate's ghost athlete.

WORTH PLAYING?
With Decathlon and Challenge modes to unlock if you're hard enough, *CLA 2000* remains fantastic, if slightly repetitive, fun and you'll keep coming back to try and break another record. We have the blisters to prove it.

computer and video games
★★★★



COST: **£24.99**

OUT: **NOV**

MULTIPLAYER: **NO**

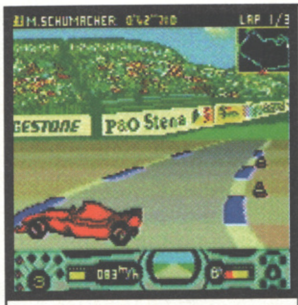
GRAND THEFT AUTO 2

WHAT YOU NEED TO KNOW
The original *GTA* on PC was a top laugh but it suffered in the conversion to GBC. Last year's sequel was a tad disappointing on PS, PC and DC, and now GBC gets a scaled-down version. Can you hear the warning sirens yet?

CAUGHT BY THE FUZZzzz...
The gore and speed haven't transferred well to GBC. Pedestrians crawl around like indistinct blobs and if you steam over them or gun them down, they're still blobs, only stationary ones. Furthermore, though you can pelt around in vehicles, you can only see such a short distance ahead that you just end up crashing or getting stuck against wall after wall. Aaaargh!

WORTH PLAYING?
There are a ton of missions in the game, but you'll need the patience of a saint to keep your attention focused. The code we got also suffered from crippling slow-down, which will be a major downer if it's not ironed out for release. With all the graphic violence of Songs Of Praise, and awkward, frustrating gameplay this is less grand theft auto and more just a petty crime.

computer and video games ★★



COST: **£24.99**

OUT: **NOV**

MULTIPLAYER: **NO**

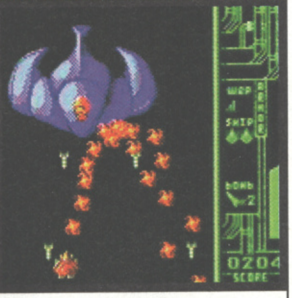
F1 RACING CHAMPIONSHIP

WHAT YOU NEED TO KNOW
Another month, another F1 game, and this one's as refreshing as washing your dinner down with a glass of boiling radiator water. *F1RC* has an official license and so contains all the drivers, teams and tracks straight from the F1 circuit. But sadly it lacks any of the excitement of the real thing.

ROAD TO NOWHERE
In terms of presentation, *F1RC* is a Page 3 honey. There are little digi-pics of your racing heroes, cool stills and even an amazing intro that's about as close as the humble GBC will ever get to FMV. But this flashy exterior disguises a fairly hollow game. The cars seem too big for the tracks and as soon as you hit a corner your sophisticated motor magically turns into a wonky shopping trolley, spinning all over the shop.

WORTH PLAYING?
The races soon become mind-numbingly repetitive. F1 fans will glean some enjoyment from the various, faithful modes of play and the tweakable options, but the rest of the gaming world can just watch the real thing on TV and save up for a day at Silverstone.

computer and video games ★★



COST: **£19.99**

OUT: **NOV**

MULTIPLAYER: **NO**

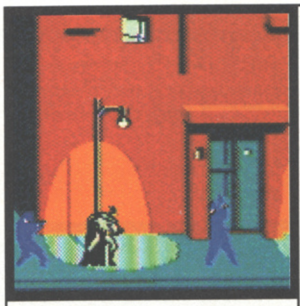
PROJECT S-11

WHAT YOU NEED TO KNOW
How to recreate that classic arcade feel and the joys of old-school, vertically scrolling shoot 'em up action: drop your Game Boy down some fat kid's Y-fronts for an hour to get it nice and mingin'. Follow that with inserting a copy of *Project S-11* into it. After that, simply sit back and enjoy a fantastic, no-frills shooter.

HAVEN'T WE MET BEFORE?
The plot's daft, the music's naff and the graphics are basic, but you hardly notice any of that because the gameplay's so well executed and your ship handles like a dream. Power-ups, end-of-level bosses and smart-bombs aren't original, but *Project S-11* pulls it all off so well that the fun just keeps spilling out of your Gameboy without losing that true, old-school arcade feel.

WORTH PLAYING?
It certainly isn't flawless. Play is marred slightly by an inability to see enemy fire when your damaged ship is burning, but it's still an extremely playable title. So while *R-Type DX* remains the biggest bully in the old-school playground, *Project S-11* is his copycat sidekick mate who uses much the same tactics to batter the opposition into submission.

computer and video games ★★★★



COST: **£24.99**

OUT: **NOV**

MULTIPLAYER: **NO**

THE NEW ADVENTURES OF BATMAN: CHAOS IN GOTHAM

WHAT YOU NEED TO KNOW
The Caped Crusader flaps onto handheld, flanked by Batgirl and Robin, in an arcade adventure boasting multi-character and multi-vehicle action. Play modes include standard side-scrolling platformer, overhead Batmobile section, side-scrolling shooter and Road Rash-style bike racer. None are particular exceptional, but they keep gameplay nice and fresh.

SMASH! KERPOW! SOCK!
It looks a treat with excellent cartoony cutscenes, and tastily animated main character models set against moody backdrops. But even taking time to admire the scenery, you'll want to whip through the levels in double-quick time as your enemies are samey and ultimately unchallenging apart from the odd tricky boss.

WORTH PLAYING?
Chaos in Gotham manages to entertain, and there's enough for bat-fans to get their pointy little teeth into, but it's all been done before and better. So unless you are a hardcore superhero obsessive, you'll end up bored.

computer and video games ★★★

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Mission Impossible
Mortal Kombat Series
N
Need 4 Speed Series
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P
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Q
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R
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Resident Evil Survivor
Ridge Racer Series
S
Shadowman
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South Park
Soldier Of Fortune
South Park Rally
Speed Freaks
Spyro 1 & 2
Street Fighter Series
Syphon Filter 1& 2
T
T'ai Fu
Tekken 1, 2 & 3
Theme Park
Theme Park World
The Phantom Menace
Time Crisis
TOCA 1 & 2
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U
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V
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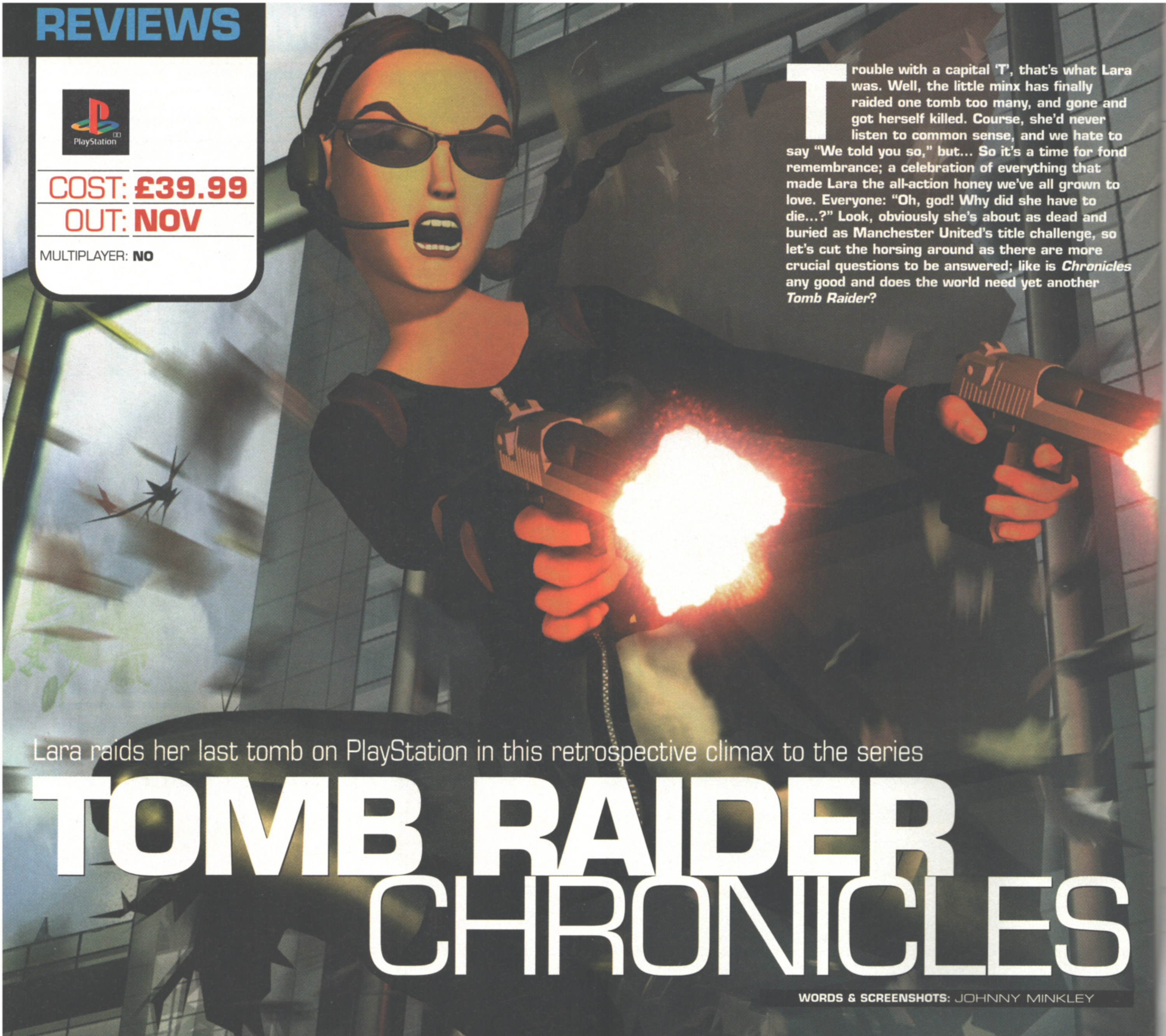


Trouble with a capital 'T', that's what Lara was. Well, the little minx has finally raided one tomb too many, and gone and got herself killed. Course, she'd never listen to common sense, and we hate to say "We told you so," but... So it's a time for fond remembrance; a celebration of everything that made Lara the all-action honey we've all grown to love. Everyone: "Oh, god! Why did she have to die...?" Look, obviously she's about as dead and buried as Manchester United's title challenge, so let's cut the horsing around as there are more crucial questions to be answered; like is *Chronicles* any good and does the world need yet another *Tomb Raider*?

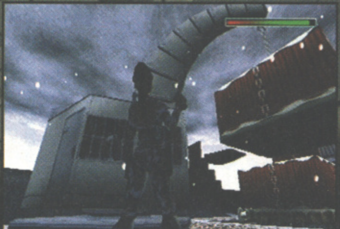
Lara raids her last tomb on PlayStation in this retrospective climax to the series

TOMB RAIDER CHRONICLES

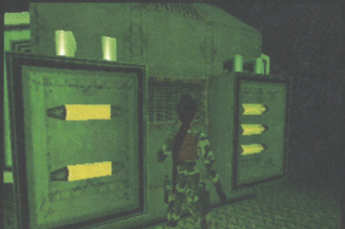
WORDS & SCREENSHOTS: JOHNNY MINKLEY

ENIGMA MACHINES

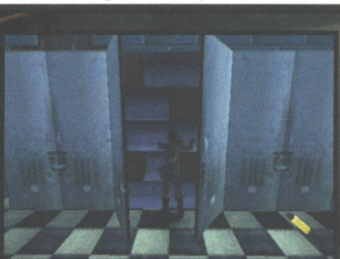
Tomb Raider Chronicles is chock full of the puzzles you've come to expect from the series, but greater variety in the gameplay as the game progresses means you lazy gits are going to have to get off your arses and put your brains to some use. Need to take down a guard silently? Go find some cloroform and a rag first. We approve.



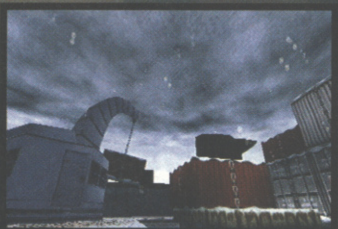
"I wanna get on that sub but how am I gonna shift that crate? I'm a girl - I can't operate machinery"



"Ah, it's missing one of those fuse thingies my boyfriend is always going on about"



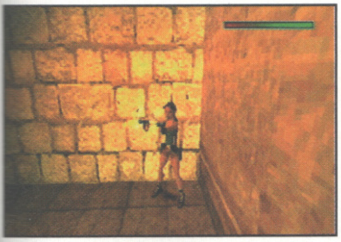
"Found it! Lucky I have this new cupboard/shelf searching move. Damn, I broke a nail"

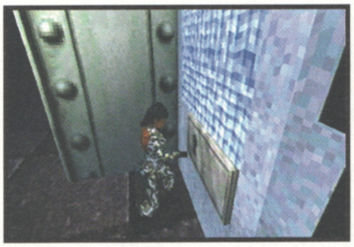


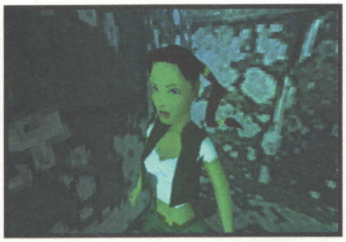
"Ok, put the fuse in like my Baz told me, pushed a button and presto: perfect cranal postioning"

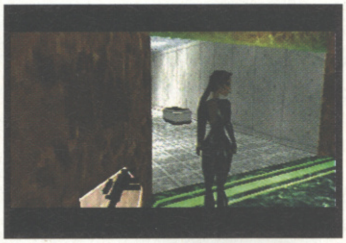
THE FAB FOUR

Four Lara's for the price of one? I'd buy that for a dollar! Chronicles plays out in four sections remembered by friends after Lara's memorial service. The first section is pretty standard *TR* stuff to get you back into the swing of things, then it's off for claustrophobic SAS-style action before flitting back to the temptress' teenage years, ending with a futuristic episode.


Rome: traditional shorts-and-vest action to ease players into the game via familiar gameplay

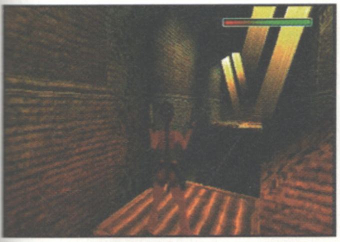

Don funky camouflage gear and sneak onto a Russian submarine in this action-based section

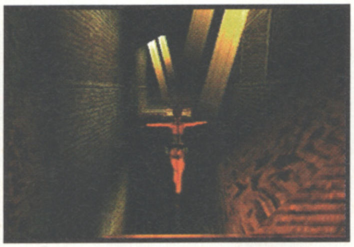

Chased round Ireland by a bunch of ghosts. 16-year-old Lara's armed only with her guile

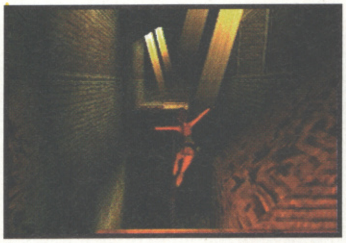

Matrix-style action as catsuited Lara creeps round a skyscraper after yet another mysterious object

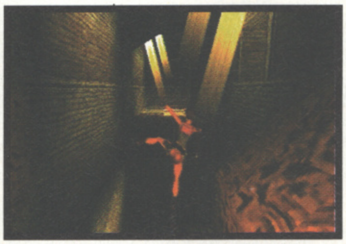
TOEING THE LINE

It's a little known fact that Lara juggled her way through youth, nurtured under the wing of a band of circus midgets. OK, she wasn't, but she now has the ability to amaze and astound by walking the tightrope circus-style in order to reach distant ledges. But how come she only remembered this handy little skill in the fifth *Tomb Raider*, huh?


"Ah, there's the washing line, now where did I put the those pegs?"

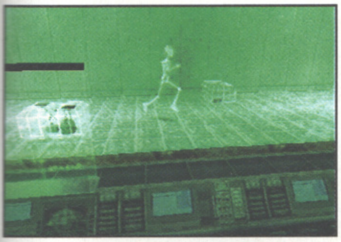

A quick tap of the X button will make Lara step cautiously onto the rope

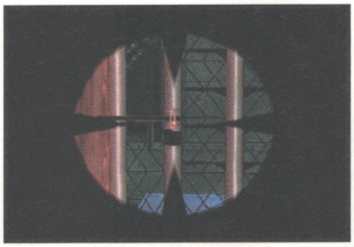

If Lara sways to one side, press in the opposite direction, then press up to correct her balance

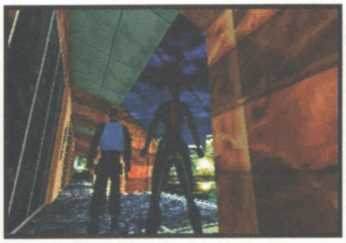

Wo-ah! Let her lean too far and she'll be diving quicker than Jurgen Klinnsman

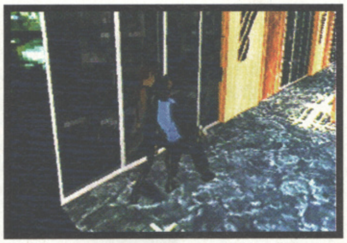
SNEAKY LARA

The coolest section in the game is easily the futuristic levels, set in a technologically-advanced skyscraper. Lara takes a few tips from The Matrix and *Perfect Dark*, donning a sexy catsuit and using some seriously wicked gadgetry. For the first time in *TR* games, stealth becomes an important tactic - particularly since enemies now react to sound. Try walking to keep it quiet.


Total Recall-style x-ray action: Lara must dispose of her gun before entering here or its alarm city


Check out Lara's ace new sniper-rifle. Zoom in on the lock, blast it, and watch all hell break loose


Got the chloroform and the cloth? Mix them together and now sneak up on this guard....


Stuff the sopping rag in his chops before he gets a chance to sound the alarm. It's all good

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Soul Reaver* (DC), *Shadowman* (N64), *Tenchu 2* (PS)**

WHAT A LOVELY PACKAGE

As a package, *Chronicles* is an excellent addition to the series. The plot works well enough and provides a neat and fitting finale to this chapter of the Lara saga, with pre-rendered cut-scenes used effectively to introduce and memorialise the secrets of her life. If you've followed the story so far, you won't be disappointed. The flashback structure is a clever way to link four separate gaming sections into one playing experience. Although the core gameplay is essentially much the same, each section has a different emphasis which keeps the game fresh - considering it's the fifth *TR* in as many years.

HELP THE AGED

Lara's new abilities go some way to making adventuring with her a more immersive experience - the futuristic section features some of her finest missions yet. The big 'but' here is those same old gripes from earlier *TR* instalments rearing their ugly heads again. Welcome back to sudden death hell. Then there's the control system: having to use a slightly tweaked update of an already imperfect five-year-old system is more than a tad irritating. For someone so lithe and agile, Lara still often seems to move with all the grace of a sumo wrestler. Core must've heard all this before but conluded that enough players were happy with them not to warrant any major changes.

THE VERDICT

If you hate *Tomb Raider*, this won't alter that fact. But if you love everything Lara, then you'll love this too. The new features enhance (though hardly revolutionise) the experience, and the frustration factor is not enough to detract from a well-constructed game that rarely has a dull moment. From sniping robots to walking tightropes, Lara's fans will lap it up like the love-struck puppies they are. This is a fitting climax to the *Tomb Raider* series, but Lara simply must undergo some serious life-changing experiences if she's to make the grade in future on the next-gens. In the meanwhile, watch *Chronicles* fly off shop shelves this Christmas.

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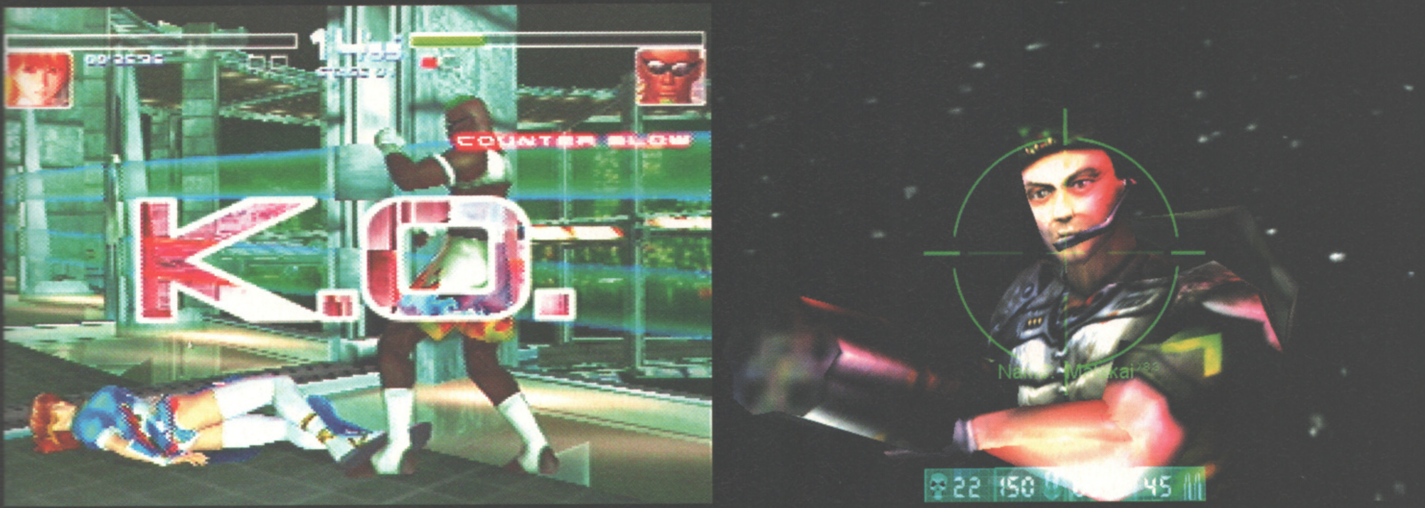
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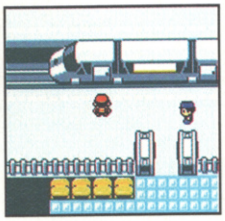

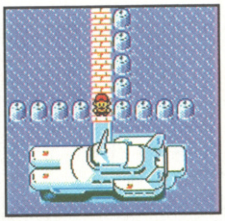

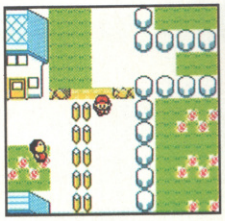

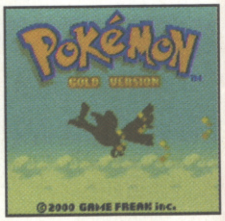
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This Is Football
Thrasher: Skate & Dest.
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Tiberian Sun
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